THE PLAYSTATION 3 MAGAZINE

PSM3

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PlayStation 3 | PlayStation 2 | PSP

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Victor ludorum omnium anno domini MMVI

Translation: "Champion of all games in 2006" World's first review inside

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PSM3 Start

"Altogether now... and relax. That's better"

It's been like giving birth (to a wardrobe) but at last PlayStation 3 is here. It was hard to put our feelings into words as PS3 was sparked up in the PSM3 office. It was real. They got all that kit into a single shiny box. And, best of all, not only does it work (phew) but you can actually *see the difference* – great PS3 games DO look and feel different to any other game on any other format. By now you might have seen our first meeting via our blog site, psm3mag.com. Thanks (and "hello") to the 72,000-plus people who checked-in, making the site a bigger success than we could have imagined. Be sure to check it out – along with the Tokyo Game Show, *Canis Canem Edit* and *Vice City Stories* exclusives in the mag, of course. Cheers.

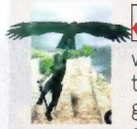
In the making of this issue of PSM3...
9 hours in TGS queues
37 wedgies
109 motherfockers
& 72,000 hits per day on psm3mag.com

Daniel Griffiths Editor
psm3@futurenet.co.uk

The PSM3 Promise

The sharpest opinions
Every bit of the magazine is dedicated to giving you more information. If we're worried that a feature in a game isn't working, we'll not only tell you about it, but we'll have a word with the developer too.

The biggest games
Fact is, if a game makes it into the pages of PSM3 then it's something worth knowing about. PSM3 says no to lazy page fillers and boring 'me too' games.



The richest detail
We finish every game we review. Our secrets are the result of us playing the game and finding them ourselves. We've got what you want to know and tell you how you want to hear it.

The most committed videogame mag team
The PSM3 team live and breath PlayStation. There's no game we haven't played and there's no end to our quest for knowledge and gaming greatness.

The best DVD action
We've got the best DVD you can buy, and we're teaming that with our incredible Extra disc each and every month. For free.

Three to read first...

"Two Sony PRs stood at the door, bearing a shiny PS3 in their arms"
We finally got a PS3 in the office. Check out our first impressions – page 8

"Sony didn't steal TGS, they owned it"
We hit the Tokyo Game Show – page 59

"You can grab girls' rear ends, though this might result in a kick to the plums"
It's Grand Theft Grange Hill. Read our exclusive Canis Canem Edit review – page 22

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The PlayStation 3 Magazine

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Peephole

ROCKSTAR GAMES
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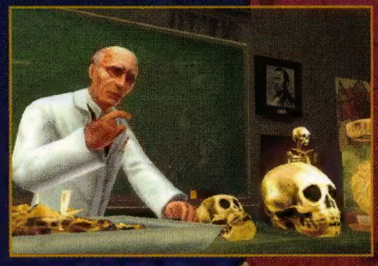
OUT NOW



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PlayStation 2

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On this month's DVD

DVD Highlights Packed with the latest PS3, PS2 and PSP videos

THE PLAYSTATION 3 MAGAZINE
PSM3 DVD
Over two hours of PlayStation 3, PlayStation 2 & PSP video
DEVIL MAY CRY 4
DMC meets PS3
Incredible first movie inside
METAL GEAR SOLID 4
TWO amazing new trailers of PS3's finest
15
FEATURING Unreal Tournament 2007 | Devil May Cry 4 | Tony Hawk's Project 8 | Half-
Virtua Fighter 5 | GTA: Vice City Stories | Pro Evo 6 | NFS: Carbon | Kingdom Hearts

STOP PRESS

To get at our Stop Press section, put the disc in your PC or Mac. Quit your DVD player program (if it starts) and 'open' the disc. There you'll see a folder called STOP PRESS. Inside you'll find the latest movies, such as the new *MGS4* TGS trailer, *Ridge Racer 7*, *White Knight Stories* and more. Play them with a compatible movie player (such as Windows Media player or Quicktime).

Metal Gear Solid 4: Guns Of The Patriots

Check out the latest trailer on the DVD (and don't forget the Stop Press section too) and ponder Snake's ever-changing age. What *is* going on? Watch and decide for yourself.

Virtua Fighter 5

If our *Virtua Fighter* family tree on page 100 has whetted your appetite for more arcade-quality battering, then take a gander at the newest movie of PS3's most exciting-looking scrapper.

Devil May Cry 4

Dante is back, but this time he's the bad guy. Boo, hiss. Breathe in our scorching new trailer and prepare for the day you'll have to kick in one of the coolest characters in games.

+ Unreal Tournament 2007 | **Call Of Duty 3** | Tony Hawk's Project 8 | **Assassin's Creed** | Half-Life 2 | **GTA: Vice City Stories** | Kingdom Hearts 2 | **FIFA 07** | More

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ACE COMBAT X Skies of Deception

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Frontline

news, all PlayStation action

PS3 EXCLUSIVE

It's here at last – PS3 arrives in the PSM3 office

They say you never forget your first time

PlayStation 3 – in our office! It's *Resistance* – and it's very good indeed. Ken Kutaragi wasn't lying after all. Phew.

Friday September 29, 2006. A day that we we'll never forget here at PSM3 Heights. It started off as just another day. But as Dan D answered the phone, things suddenly changed. "They're here!" he hollered. His little face gleamed in anticipation as the doors were flung back – and there stood two Sony PRs bearing a shiny PS3 in their arms. The excitement was almost too much. For years we'd seen PS3 locked behind perspex cases but now we were able to stroke it with out sticky fingers while poking and prodding all of its sockets and flaps.

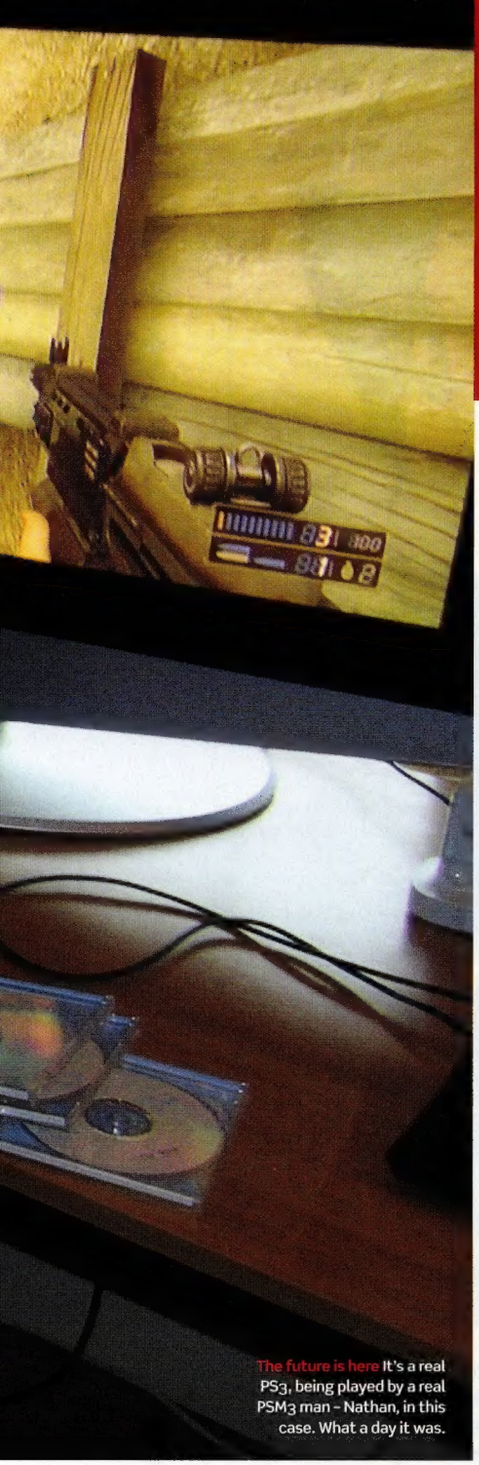
"So who wants to play *Resistance: Fall of Man*, then?" asked one of the Sony reps, as we stood slack-jawed. We had full access to a PlayStation 3 and not one, but *two* of it's top titles without the hassle of elbowing 30 other people out of the way, like at E3 and TGS. Bliss.

Initial thoughts? We were surprised at how light the pad was, but soon we were ripping into alien monsters with ease. The graphics were incredible and, as we blasted and sprinted around the intense battlefield, all thoughts of the pad's weight soon vanished into the air.

Calm before the 'Storm

Resistance didn't feel like a show-stopper, however, more like a high-end PC shooter than something that typified Sony's 'next generation'. But then came the real treat of the day – *MotorStorm*. This dirt-track racer has been round the houses – it looks amazing! It looks rubbish! It looks amazing again! – but getting to grips with it quashed any doubts we ever had. It's fast and thrilling, and watching as our rider flicked the finger at other drivers as he flew past them was amazing. And when we were told

First impressions Apart from the lightweight pad and odd protruding triggers the machine looks stylish and the graphics that it can churn up are amazing. The menus – although a direct take from PSP – feel really sleek and intuitive. Bad points? It's heavy like a house – but at least it doesn't have a massive external power pack.



The future is here It's a real PS3, being played by a real PSM3 man – Nathan, in this case. What a day it was.

ON THE DISC
See stacks of PS3 trailers on our DVD right now
DVD/PS3/Latest

Greasy lover Want to see more pics of PS3 getting mauled? Check out our blog: www.psm3mag.com.

'Storming stuff The dodgy photography above doesn't show at all how good *MotorStorm* really looks.

to try the tilt-pad control we literally felt the future. Smoothly guiding our rider over the jumps with just the slightest twitches of the pad felt incredibly responsive and made us realise what an important function this could be for other games. We were just starting to get the hang of it when one of the Sony reps decided that playtime was over. Spoilsport.

It had been a terrific – and important – day. Given the Euro delay PlayStation 3 seemed further away than ever but after several hours play on PS3, we're saving our money like crazy. Our verdict? Believe us when we say that PlayStation 3 is the real deal – we've only played two games, but so far it looks as if the machine will be everything we hoped for and more. Keep waiting. It'll be worth it.

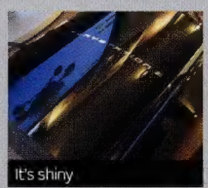
Pub Sony | **Dev** Sony | **ETA** March 2007

In depth So what's it like to live with?

We played PS3 all day. Here's what we discovered:

It's quiet

Honestly, the machine was so quiet we thought at first it might be broken,. We'd heard all the stories about it sounding like a 747 taking off, but whatever fans were being used to cool the machine down were barely audible at all.



It's shiny

The clear black exterior of PS3 is shiny enough to see your ugly mug beaming back at it. Unfortunately, this means it picks up fingerprints like a forensics agent. It's probably best to keep the machine away from dust and kids with jammy hands.

The buttons stick out

After the initial shock of how light the pad feels, the next thing we noticed was the prominence of the L2 and R2 buttons. They now feel like triggers, which bode well for racing games. And the free-motion steering while tilting the pad feels surprisingly responsive.

The disc tray is ravenous

We put a video on the 'net that showed a disc disappearing into the slot at warp speed (search YouTube for 'PS3' and 'real'). Freak occurrence or does PS3 really hoover up discs faster than a Dyson?

And the start noise is...

It was one of the most discussed features in the office. Would it be accompanied by a robotic clang, a playful ditty or some off-the-wall techno music? It turns out to be the relaxing strains of an orchestra tuning up their instruments. Beautiful.

ON THE DISC
See *Ridge Racer 2* on PSP reviewed on our DVD
DVD/PSP/Reviews

The Opinionator

"Ken Kutaragi is pressing all the wrong buttons"

You might want to check our exhaustive report from this year Tokyo Game Show on page 59, where we reveal the Father of PlayStation's, er, 'vision' in greater detail – but on the eve of PS3's hands-on public debut on Japanese home turf, there was one person who seemed determined to spoil our high. And it wasn't a Microsoft suit or a Nintendo fanboy, but Ken Kutaragi the President and CEO of Sony Computer Entertainment.

Resident drivel

For his keynote speech, we were hoping for a Churchillian oration on how the PlayStation 3 was going to be so powerful that even its front end screens were better than most Wii and 360 games, then for him to moonwalk off the stage shooting Blu-rays out of his ass.

Instead we got an hour of Ken dribbling on about the internet 2.0 and how it was ace but not that ace and how in the future we'll live as one cloud of gas and how he wished he had a pony or something. Basically, it was dribbling mess of woolly concepts and almost Scientological preaching.

Kut it, Ken

+

+

=

So as much as we wouldn't like to see the great man gagged, surely Sony could hire someone to literally put a 'sock' (clean of course) in 'it' (Kutaragi's mouth) whenever Ken gets that thousand yard stare and 'peers' into the future. Note for said future: You've got 17 playable PS3 games on the stand, with queues of up to an hour each, that no journalist in the world could find time to playtest to complete satisfaction. So run through the highlights NOW, take us behind the games and – please – let us know the PS3's online platform actually exists, rather than planning to rebuild the world with 1.3 Megapixel mobile phone snaps of bike sheds in East Anglia. If you could. Ta. **Daniel Griffiths**

Myth-Buster

SEEN THIS? The PS3s that were used at TGS overheated and broke

THE TRUTH We've had a PlayStation 3 in the PSM3 office and played it for a full working day – and not once did the machine overheat. In fact, it made no noises to suggest it was struggling at all and when we placed our hand on the machine after a couple of hours play, it was clearly still at room temperature. Only when you place your hand at back of the machine could you feel a change in heat, but that was merely the warm breeze of hot air being quietly and safely extracted via a fan and the vents at the back of the machine. There was no melting of desks, no temptation to place an egg on it, no steam, no fires – just a smooth running next-gen games console going about its business. Another potential panic debunked, then. Next?

1 Ridge Racer 7

Veteran series wows TGS crowds

The press release bangs on about 14-player online races, 22 courses, 160 races and 357,000 pimp-my-powerslide style car mods, but all you'll notice are *those* tail lights. The car screeches into a trademark *Ridge Racer* parallel skid and the sexy red tail lights snake into the night like mist. Think we've gone mad? You wait. The track designs are incredible too, with huge leaps, rugged backdrops and penetrating neon. In short, everything the Xbox 360 version wasn't. It's 1080p, too, which makes a slight difference, we're told. This is the game you'll use to justify buying PS3.

Pub Namco Bandai | **Dev** Namco | **ETA** 2006

Ready to Rock Note the jagged scenery and rest assured this screen does *Ridge 7* no justice.

"Serving incorporates the tilty pad"
Virtua Tennis 3 page 12

Ridge over troubled waves It's been hard to get excited about it, but that was before we saw it at the Tokyo Game Show. *Ridge Racer 7* could be PS3's best-looking game yet.

2 Skate
Clipping Hawk's wings with grit

Colin McKay is EA's Tony Hawk-style figurehead for this back-to-basics new PS3 project – except that, for many skaters he's arguably better, as holder of the world's highest half-pipe air and one of the few men who can claim to have jumped the Great Wall of China on a skateboard. EA's game is clearly a reaction to the Jackass madness of some *Hawk* games, hoping to capture the authenticity and simple thrill of real skating, where 'simple' tricks like grinding handrails are a genuine thrill. EA promise dual analogue controls, relevant cameras and a 'reactive' city – whatever that means. They rebuffed our questions without answer, so we can safely assume 'The Man' is still clearly in control of this project. Boo.

Pub EA | **Dev** DICE | **ETA** 2007

3 LA Noire
Cops and robbers

Based on gloomy detective movies from the '40s and '50s, this new Rockstar game from former *Getaway* boss Brendan McNamara takes place in Los Angeles and sees you – an unnamed gumshoe, probably with a booze problem – on the tail of murderers in the City of Angels. The monotone colour palette and slick jazz soundtrack are brilliantly atmospheric and the packed city streets look rife with potential for filmic car chases, punch-ups and shootouts. We can't wait for this one.

Pub Rockstar | **Dev** Team Bondi | **ETA** 2007

4 Virtua Fighter 5
PS3 version shames arcade

It's easy to dismiss *VF5* as 'just' another entry in the almost impenetrably deep series, but five minutes with the PS3 game asserts its quality. Few games provide such direct thought-to-deed tactile response, with a purist-pleasing move, and counter-move, for every attack. It looks *incredible*, too, with stunning skin textures, particle effects and animation – even El Blaze's glistening sweat verges on beauty.

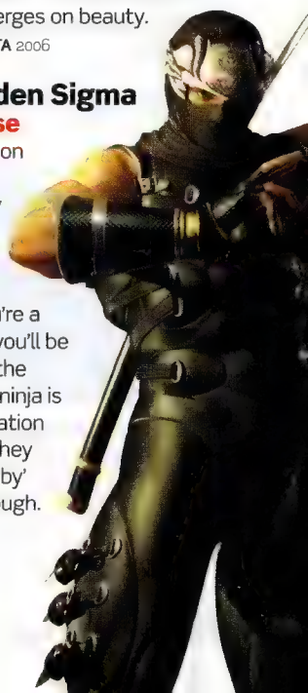
Pub Sega | **Dev** Sega | **ETA** 2006

Top to bottom *LA Noire* (top) and *Virtua Fighter 5* (middle and bottom). Lots more soon.

5 Ninja Gaiden Sigma
Hard cheese

Released last year on Xbox, *Ninja Gaiden* remains to this day one of the most depressingly difficult things in the world. So if you're a thumb masochist you'll be glad to know that the whirling, acrobatic ninja is back for his PlayStation debut. Let's hope they include an 'Easy Baby' mode this time though.

Pub Sega | **Dev** Tecmo
ETA 2007



The last minute shots of big importance

The freshest pics, squeezed in to a single page

PSP **Chili Con Carnage** Yes. That really is what it's called

Details **Pub** Eidos | **Dev** Deadline Games | **Genre** Action

Lowdown The sequel to *Total Overdose* is a PSP exclusive. Eidos have ditched the free-roaming city from the last game for a more focused set of single-player missions. Such as your quest to destroy missile silos by driving a tractor into them. Subtle. The game looks spectacular and there's even a Wi-Fi multi-player mode. Entitled Fiesta, this sees you trying to kill more enemies than your opponent and combines *Tony Hawk*'s style combos with mad Mexican shooting. We approve.

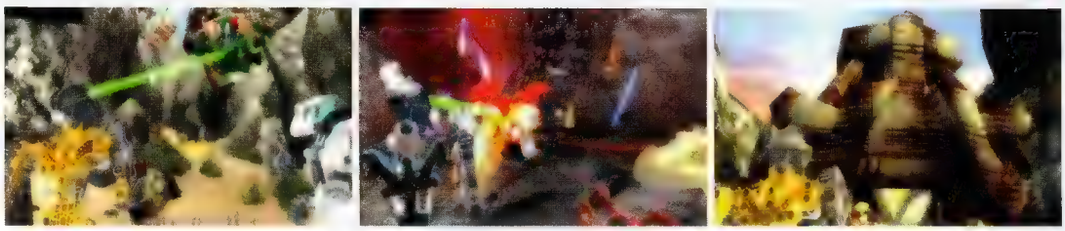
ETA Early 2007

PS2 **PDC World Championship Darts** Oche, oche, oche! Oi, oi, oi!

Details **Pub** Oxygen Interactive | **Dev** Oxygen Interactive | **Genre** Sports

Lowdown Yes, a darts game. Yes, really. Anyway, *World Championship Darts* features all the [cough] athletes from the world of the oche, including Peter 'One Dart' Manley, Raymond 'The Man' Van Barneveld and Phil 'The Power' Taylor, and your darts are chucked with a *Tiger Woods*-style analogue flick system that works surprisingly well. It should be good, but just how lazy do you have to be to play darts sat in front of the telly?

ETA December



PS2 **Bionicle Heroes** Some developers just can't Lego

Details **Pub** Eidos | **Dev** Travellers Tales | **Genre** Action

Lowdown After the wonders they worked with the *Lego Star Wars* series, Travellers Tales are back again with more toy-based action. *Bionicle Heroes* see's you playing as Toa Inika – a robot with unique powers. It certainly reeks of *Lego Star Wars* – you force-power bits together and collect parts for points but it has an over-the-shoulder camera. We're not sure about this – it doesn't feel as fun as the *Star Wars* games – but we'll reserve judgement until the review next month.

ETA November 2006

PS3 **Virtua Tennis 3** Stop that racquet – use the tilty pad instead

Details **Pub** Sega | **Dev** Sumo | **Genre** Sports

Lowdown After seeing *Virtua Tennis 3* in action at the Tokyo Game Show, we're pleased to report that it incorporates PS3's tilt-pad function. So when you're about to serve, if you flick the pad upwards your player will throw the ball into the air, then tilting the pad down will smash it to the other side of the court. Thankfully, this new innovation doesn't hinder the action and the zen-balance between arcade/simulation is pitched perfectly. More next month.

ETA March 2007

The Optimist

Don't worry. Be happy

"1080p HD is clearly the best thing ever"

PS3 can't run 1080p games, eh, Microsoft? Pah. There were at least *six* 1080p PS3 games at the recent Tokyo Game Show and I, for one, can't wait to buy a 46" 1080p Sony Bravia for £3000 to maximise my viewing experience. I mean, what else could you get for your money? A PS2 and 200+ AAA games? Pfft. What's the point in wasting nearly £1500 on a PS3 and LCD TV just to watch it in 'normal' 720p HD? Madness. And as for those idiots who claim you can't actually tell 720p and 1080p games apart, I'd ask them if they felt the same after watching *Ridge Racer 7* running on a bog standard 50" 1080p screen – while it looks identical to 720p at *normal* speeds, when you use the temporary boost function the difference in solidity is quite pronounced. Up close.

In sharp contrast

Don't worry – even Phil Harrison got it wrong a few months ago when he claimed some 720p games would look as good as 1080p games. Now he's seen *GT HD* – the slightly sharper version of *GT4* we all wanted – running in 1080p, he's soon changed his tune. And I can't wait to spend £300 on content to download for it either... but that's a story for another month.

EMAIL PSM3

How do you feel about 1080p games? Mail us: psm3@futurenet.co.uk

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PSM3 FIRST LOOK

The Elder Scrolls: Oblivion smashes onto PS3

RPG legend becomes a launch game

Old and beardy it may be, but *Oblivion* is one of the biggest, most groundbreaking RPGs ever made. Now Ubisoft are releasing the next-gen giant as a PS3 launch game with new content and (slightly) improved visuals. But the real draw is in the AI – the world is populated with thousands of individual characters who follow their own daily routines and interact with each other, even when you're not around. Gameplay itself blends traditional RPG exploration with first-person combat and your character can be customised to within an inch of his or her life, from appearance to skills to personality. It's got some celebrities in it too, including famous (Professor X) thesp Patrick Stewart and Sharpe himself, Sean Bean.

If ever a game was going to test the online, hard drive and graphical abilities of PlayStation 3 then this is it. Can't wait.

Armour hammer You can buy or steal elaborately-detailed armour.

Dirty old town This huge city and its spire can be seen from anywhere on the map.

Analysis The Elder what?

Never heard of *The Elder Scrolls*? Let us explain...

Beginnings

In 1994 Bethesda, a US developer, released the first *Elder Scrolls*. Named *Arena*, it was loved for its complexity. The world map was the biggest in any game ever, but was beaten by second game, Morrowind.

Evolution

Real innovation came with the third game, *Morrowind*, on PC and Xbox. It's one of the biggest RPGs ever. But, like *Arena*, it's really hard and put a lot of newbies off.

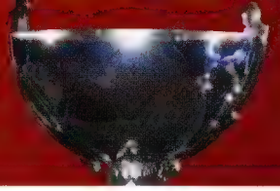
Now

Oblivion, or *Elder Scrolls IV*, was released on PC and Xbox 360 and took both systems' gamers by storm. It was even bigger than *Morrowind*, looked better and finally nailed that 'accessibility' issue.

Expansion

The version of *Oblivion* we're getting on PS3 is fundamentally the same, but with loads of new content and, in all likelihood, an expansion pack to follow later. You'll also be able to download additional content through PS3 online. Where's my sword?

"Cheers could be heard all around the cityof Dublin"
It's the *PES* League final page 10



The Insider

He's the man who knows too much...

Much-anticipated PC title **Crysis** is about to hit PS3, I can reveal. Not only has its lead designer Michael Khaimzon declared they'd "easily be able to port it" to Sony's next-gen machine, development team Crytek are now advertising for employees with "porting experience" for a new PS3 project. PC exclusive eh, EA?

Ms Lara Croft will be making her PS3 debut in July 2007, as she returns in a brand new **Tomb Raider**. At the end of Eidos' 2006 financial results there was a note stating 'new versions' were planned before the end of the financial year. On the flipside of this great news comes the revelation that Microsoft are pulling out all the stops – and cash – to encourage Konami to keep **Pro Evolution Soccer** more Xbox 360-centred. It seems until Sony launch PS3, they're not prepared to enter a bidding war over who gets exclusive rights to the award-winning footie title.

"Ms Lara Croft will be making her PlayStation 3 debut in July 2007"

But on the plus side, the vibe amongst Europe's finest journalists at Konami's recent *PES* tournament suggests that the 360 version isn't the massive leap Xbox fans were hoping for. See, every cloud does have a silver-lining, which leads us nicely onto the next interesting tidbit. **God Of War** creator David Jaffe has unfortunately canned his original PSP project – codename *HL* – but he's working on a new one that bears similarities to **Bomberman** and **Twisted Metal**. We're visualising lots of explosions.

Back to PS3 and it turns out that one of **The Getaway's** creators, Brendan McNamara, is the brains behind Rockstar's cop-drama, **LA Noire**. Rockstar's Sam Houser speaks highly of the Team Bondi developer and has tipped him for great things under his company's guidance. It's odd, really, when you consider that Brendan was responsible for the closest competitor to *GTA* a few years back.

There's probably a freshly-cleared out desk or two at Ubisoft towers these days, after all of their future titles were revealed on the internet by accident. Cast out onto the cyber highway was news of **Far Cry PSP**, **Rocky PSP**, **Lost**, a new **Prince Of Persia** (a set of concept art stills with the Prince sporting some giant fighting claw), **Teenage Mutant Ninja Turtles** and **Splinter Cell 5**. It looks like Sam Fisher will be sneaking in and around Washington DC, as the shots show an autumn setting with loads of military vehicles surrounding the Washington monument. It's also worth pointing out that the leaked shots of **Assassin's Creed** almost confirmed time travelling elements as one of them shows a futuristic-looking menu with the words 'memory paused'. Oh, and be prepared for another offer you can't refuse as **The Godfather** is getting a PS3 outing. Mmmph.

But let's finish on a brighter note – EA will be releasing three of their best titles on PS3 in the US all on March 6. **Burnout 5**, **Def Jam 3** and **Army of Two** will be hitting the stores in a three-pronged attack and, with PS3 being region-free, we'll be able to get them too. Great news to finish on, no?

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PSM3 SPECIAL INVESTIGATION

Triumph and despair for the UK in the PES League finals

And [cough] we were responsible for the triumph

October 7 was the weekend that Irish football was suffering its darkest hour – crashing to a humiliating 5-2 defeat at the hands of the less than mighty Cyprus – but cheers could still be heard from Dublin, the location of the 2006 *PES5* European Championships. It was a night of pure emotion, high drama and the confirmation of a few national stereotypes.

But that wasn't the only reason for PSM3's to travel to the event, as there was also a *PES* Media Cup to battle for, some Germans to kick to bits in the (real) five-a-side tournament and the promise of a drink and chat with Mr *PES*, Shingo 'Seabass' Takatsuka.

Only a whisker away!

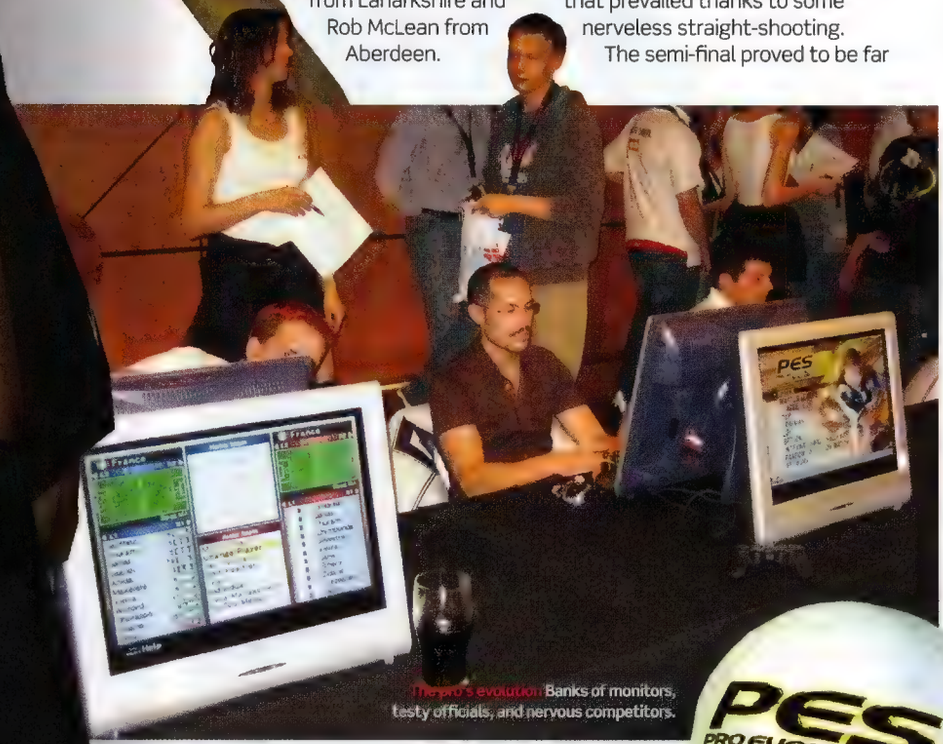
The national *PES* champions from across Europe gathered in Dublin's Osprey hotel clutching their own personal DualShock 2s, some backed by friends and family, all jostled by the continent's press. Representing the UK were Mark Gardiner from Lanarkshire and Rob McLean from Aberdeen.

Something fishy Check out our interview with *PES* guru Seabass Takatsuka over the page.

Both played as Brazil – utilising a flowing 3-4-3 formation, but suffered contrasting fortunes in the group stages. Mark, unfortunately, didn't manage to win a game, but suffered some cruel luck – such as just losing out 4-3 against the Portuguese representative due to two late goals. Rob, on the other hand, was a picture of serenity – headphones on, calm in thought and action – and breezed through his group, showing particular ruthlessness during dead-ball situations.

Rob met the French champion in the quarter-final which led to an extremely gritty and tight game. Only penalties could separate the two – fortunately it was Rob that prevailed thanks to some nerveless straight-shooting.

The semi-final proved to be far



The pro's evolution Banks of monitors, testy officials, and nervous competitors.

PES Facts

PES lessons learned at the European Championship

The best team to play as is Brazil, adopting a 3-4-3 formation using Ronaldinho on the left and the power of Adriano through the middle.

Free-kicks are deadly, especially when you can use Juninho for curlers or Adriano for power.

Supporters of *PES* players from Portugal wear orange pants and bum bags.

Seabass is pretty much content with the Master League, so don't expect drastic changes.

PES champions from the UK are astonishingly humble. [cough]

We reckon there is a PS3 version up and running somewhere, but they don't want to talk about.

The top players don't see *PES* as football, but a game that can be broken down into patterns and procedures. It's a science to them.

Spanish journalists storm off and cry whenever they're losing in *PES*. Or real football.

Henry is so good, he's like a cheat character.

The Japanese champion that came over played as England and has the tightest defence we've ever seen. He just sucked up all the pressure and then *spat* back goals.

"We will create a seventh PES that will come out on PS3"
Seabass reassures us about PS3 *PES* page 18

We woz Rob-bed **UK tournament finalist Rob McLean furrows his brow in concentration, but it wasn't quite enough. Never mind, eh, Rob?**

easier, as Rob brushed aside the Portuguese challenge of Fabio 3-1. Despite going behind early in the game, he worked the ball wonderfully down the wings with Ronaldo and Ronaldinho, then bewildered his opponent with some tight close control in the box.

Take the bull by the horns

El Matador, the mulleted German Champion was his opponent in the final. Commentary on the event was provided by PES League regular James 'Jigga' Anderson, who attempted to cut through the tension with his own 'unique' brand of humour and insight. El Matador was one of only two competitors to not play as Brazil, instead relying on the brilliance of Henry and the French side. Unfortunately, it was the Arsenal striker that gave the German the cutting edge in the final which he won 4-2. Rob had his chances and will rue the opportunity he missed that could have levelled the game at 2-2, especially as the German with the Spanish name playing as France immediately (erm...) immediately went down the other end to make it 3-1. Rob should be proud, though, as he not only played brilliantly, but was also sporting in defeat as in victory. Well done, mate.

Events PSM3: Champions of the World

How we cruised to glory in the *PES* Media Cup

While the UK fell short in the Consumer trophy, there was better news regarding the Media Cup. PSM3's very own Nathan brought home the trophy. Wow, eh? Playing as Brazil, he took on the finest *PES* players from the European press and beat them like they were naughty. Highlights on his march to victory included an 8-0 rout of a PC games journalist, a superb comeback from 2-1 down in the last 20 minutes and frustrating a German so much that he threw his pad down like a big baby. The final was an England versus France confrontation which Nathan swaggered through. Playing PSM3's own brand of Samba football as he won 3-1, saluting the crowd after the third goal like Freddie Mercury at Live Aid.

There was further success in a real-life five a-side tournament, where the UK team – led by our own Dan D and Nathan (is this getting boring yet?) pummelled the opposition with their aggressive play. Winning every game, the mini-league was wrapped up before the last fixture, with Irvine's blistering drive from inside his own half and Dawkin's sublime side-foot from an acute angle standing out.

Both victories were celebrated in the traditional British manner – with grace, modesty and a vat of lager. Oi oi!

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PES Producer Shinji 'Seabass' Takatsuka (centre) is flanked by UK PES Champion Mark Gardiner (left) and Euro Cup finalist Rob McClean. Plus two grinning idiots.

PSM3 SPECIAL INVESTIGATION

PES Producer Seabass Speaks

Konami legend Seabass talks PS3 *PES*, licensing and next-gen Master League.

At the recent *PES5* tournament in Dublin, we grilled Seabass – again – about the 360 version, the truth about the PS3 game and why they can't lock down the Premiership license...

What are the big changes in the PSP version this year?

"Unfortunately, we were not able to include the 'Wide' camera due to technical constraints [even though the camera view is much further zoomed out], but we did manage to put in the Master League and added the Super Cancel option."

There was a lot of confusion about the exclusivity deal with Microsoft. When will we see *Winning Eleven* or *PES* for PS3?

"The 360 deal was just for Europe. It wasn't a worldwide announcement. What we can promise is that we will create a seventh sequel that will come out next year on PS3.

When we spoke to Microsoft, we said a year exclusivity and we meant the calendar year 2006, but Microsoft took it as one year (twelve months) so there was some major confusion.

Of course, if we release PS3 *PES7* next year [in the regular October release spot] they will have one year exclusivity for one year in Europe. So they weren't lying, but we said that for 2006 it's a 360 exclusive."

What can we expect in *Winning Eleven 11*?

"It hasn't been decided. Basically, we were reluctant to say anything before as we weren't sure what was happening with PS3, but we have the *PES* phenomena in Europe which is very important to the team, and also we have a deal with Sony Japan. The team wants as much time as possible, but from the sales side it's as soon as possible."

What a shocker Seabass announces that PlayStation is no longer "the core engine" for *Pro Evo*.

As *PES*'s success owes a lot to PlayStation gamers, how will you be rewarding them when the PS3 version arrives?

"We will try to produce something that will live up to their expectations. But it's a little bit different to the past as we no longer consider the PlayStation to the be core engine. [PSM3 almost faints at this point.]

We now define the PS3 and 360 versions equally, as we no longer have a core engine design. However, we do believe that the PS3 has an advantage because of the controller. Even though we are tweaking it to fit the PS3 pad, there won't be huge changes made from the PS2 game."

Are you satisfied with the Xbox 360 version? What did it teach you?

"100% satisfied? No. We had some struggles and haven't been able to make full use of the power. Getting the Xbox 360 to do what we wanted was difficult as it's a totally new game."

The Xbox 360 version feels like a prettier version of the PS2 game. Will *PES7* on PS3 make any drastic changes?

"We define the PS3 and Xbox 360 versions equally"

Seabass views both formats as vital for *PES*

"This wasn't due to 360's hardware, but time constraints. The 360 version has noticeable changes in the AI patterns, and new player motions. The more you play it, the more you notice them. As for making changes to set pieces, we have the time to do so in the PS3 version."

You've often talked about 'breaking' the perfect goal in *PES*, in order to prevent cheap ways of scoring and certain patterns of play. How have you done this in *PES6*?

"I can't see any 'perfect goals' in *PES6* yet. For *PES5* we noticed that a lot of players work down the sides then deliver a short pass inside to score, and we've largely prevented this in *PES6*. Others claim there's a shot angle that causes a keeper deflection for easy follow ups, so we'll be looking at that. We deliberately put in weak points, especially for the goalkeepers, and tried to make them more human."

The licensing isn't improving – how will you put this right?

"It's a delicate issue. We're currently missing two major leagues, Bundesliga and Premiership, and this isn't due to us not having money, but exclusivity. It's going to be tough to get hold of them, but it might involve talking with the license holder to grant us second use license or something like that."

Do you mean speaking to EA rather than the Premiership?

"We can't speak to the Premiership because they will say that EA have the license. But perhaps if we speak to EA then something could be done. As for downloading option files, this is another thing we would like to discuss, to find a way officially and unofficially so people can enjoy it. But this is a very delicate issue, so we can't say anything too official."

Any plans for PS3's tilt pad?

"We've had ideas with the dribble control or using it for dummies or feints – anything that requires analogue control, really."

Is there a PlayStation 3 version up and running at the moment?

"There's isn't a PS3 version at the moment, but there is a 'next-gen' version that runs at Xbox360 standards. From now we will be tweaking the game and trying to improve the AI."

How will Master League change for the next generation?

"In *PES6* you can turn off player development and decline as they age. This was done after receiving negative player feedback. In the future there's the idea of taking it online, and increasing the challenge of buying players."

Kits are difficult: Konami admit they may even have to approach EA in order to secure better kit deals.

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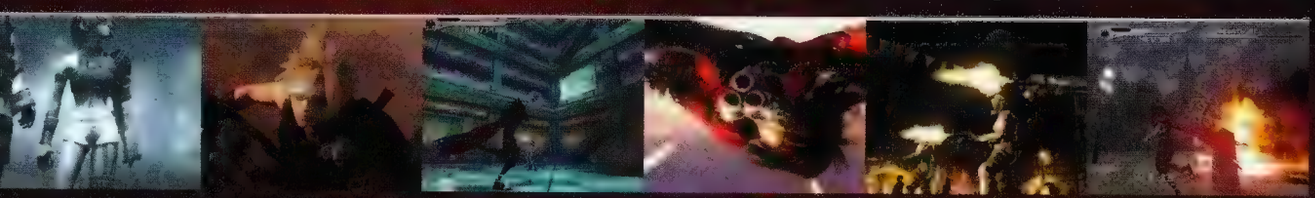

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PS2

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Price £40 | **Release** October 29
Multi-player None

ON THE DISC
See our review of Canis at next month's disc
DVD/PS2/Reviews

Canis Canem Edit

Hey, maybe schooldays really are the best days of your life

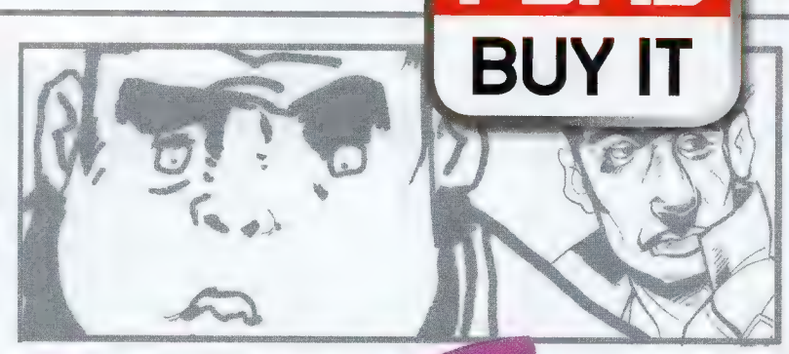
KNOW IT NOW

Ass-knacking wedgies? ☑
A fully-functioning skate park? ☑
A pervy Physical Education teacher? ☑
Carjacking and realistic violence? ☒

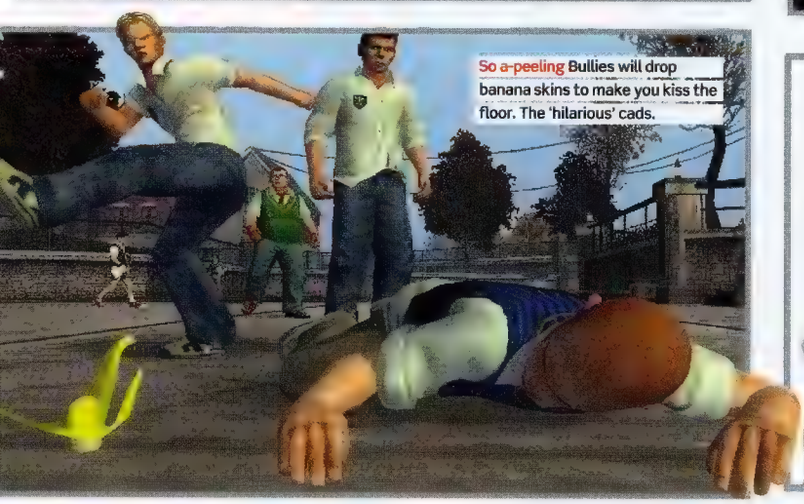
After a tortured birth surrounded by controversy, Rockstar's free-roaming school-'em-up is finally here. Critics slammed it for being set in a school and 'glorifying' bullying and setting a bad example to kids. The papers complained... all this without anyone having actually seen it in action. Accordingly, Rockstar dropped the 'Bully' moniker and slapped on a title in Latin – meaning 'dog eat dog' – to avoid problems (and thumb their noses at the critics). So here we are with the hugely entertaining *Canis Canem Edit* – marking the last day of school for Rockstar on PS2.

The first thing we noticed is that Bullworth, where the game is set, is huge. Not just the school, Bullworth Academy, but everything outside the surrounding walls – which can be accessed after the first chapter – into the bargain. There are clothes shops, hairdressers and even a fully-functioning carnival to go and explore, and the amount of detail that has gone into making this place special is easily on par with *San Andreas*. But for the most part – playing as 15-year-old social misfit Jimmy Hopkins – your prime directive in life

PSM3 BUY IT



Not so bunny now This is Peter. The older kids pick on him a little bit. Oh, we wonder why.



So a-peeling Bullies will drop banana skins to make you kiss the floor. The 'hilarious' cads.

Canis Canem Edit

"There are clothes shops, hairdressers and even a fully-functional carnival to explore"

Smashing time Time to get some shooting practice in. Break all the windows like a good boy.

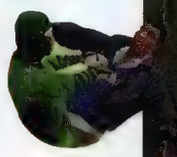
Hide and sneak If you enter the school after 7pm, you'll be chased by the prefects for trespassing. Why are *they* there, then? Eh?

(like any 15-year-old) is getting yourself a decent education. Yeah, right.

A class apart

At first we were properly miffed at the idea of actually going to lessons – we were all about causing havoc, smashing up jocks and sneaking about in the girl's dorm to see what we could find – but after a while things changed. We found ourselves jumping out of bed at the sound of the alarm, choosing our best uniform from the wardrobe and then mashing ⊗ to sprint all the way to our next lesson. Why? Well just like in real life, after each completed course you learn a new skill. This could be the ability to make a brand-new BMX after learning metalwork or it might be to expand your vocabulary in English so you can attempt to reason with all the bigger kids when they start giving you aggro. Each of the classes are played out using minigames – as opposed to the more boring idea of listening to a bald 40-year-old man lecture you on tectonic plates, for instance. The chemistry lessons, say, are Bemani button taps and in Physical Education you get to twat a kid about the face. This is the beautiful thing about *Canis Canem Edit*, everything is presented in such a joyous manner that you never get bored. It sticks to the right side of puerile just enough to keep us big kids happy.

Aside from a few cuss words here and there, *Canis Canem Edit* is fairly sedate on the swearing front, but it can be fairly saucy in places. Don't worry, there aren't any Hot Coffee mods, but there are a few occasions where you have to take pictures of a girl taking a shower and, in one sordid expedition, collect soiled panties from the girl's dorm as a favour to the pervy gym instructor. And little Jimmy may not look like much, but he's quite the ladies' man and often gets a few sloppy kisses. He even collects photos and souvenirs of his conquests in his room. Nice. You can also make a cheeky grab for their rear ends, though this can end up with him crumpled on the floor following a swift kick to the stones. Just like real life.



Warrior's code *CCE* uses a similar fighting engine to *The Warriors*, which makes punching and kicking other students feel particularly savage. Oof.

Characters

In the clique of it

Meet your fellow students...

Dropouts These are the first group of kids to welcome Jimmy. All they do is loiter about the place smoking tabs.

Nerds A fine selection of super-geeks need help retrieving their RPG cards – and often request snaps of naked ladies.

Preppies Born with a silver-spoon in their mouths, these trendy in-breds will only talk to Jimmy if he's dressed cool.

Greasers They look like the T-birds from Grease and hang around in a run-down part of town. They love their bikes too.

Jocks They might be as thick as mud, but these sports-freaks are difficult to fight against or to run away from.

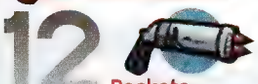
Townies You don't meet them until near the end of the game as they've long since left school. Be warned. They love a fight.

Canis Canem Edit

"Collect soiled panties as a favour to the pervy gym instructor"

Stat bastard

During this review we fired off...



When not harassing women, you'll be involved in daring missions, like *GTA*. But unlike its older brother, *Canis Canem Edit* feels fairly lightweight sometimes. *GTA* fans will recall the siege on Area 52 as you make off with the jet pack or the Scarface-inspired showdown at the end of *Vice City*, but you'll be hard pressed to pick out a truly memorable one here.

Ease of use

It's not the missions themselves that are lacking punch that's the problem, it's more the ease of which you breeze through them. We only failed about four missions in all, and nailed them all the second time because there's just not enough challenge. An example? There's a mission toward the end called Busting In where you have to get into a chemical plant and find a certain someone (we won't give the name away because it'll spoil it for you). Getting in is easy. Russell, a tough kid with limited brain capacity, smashes through the exploding barrels – and then you're in. The second part sees you wandering around and

Locations

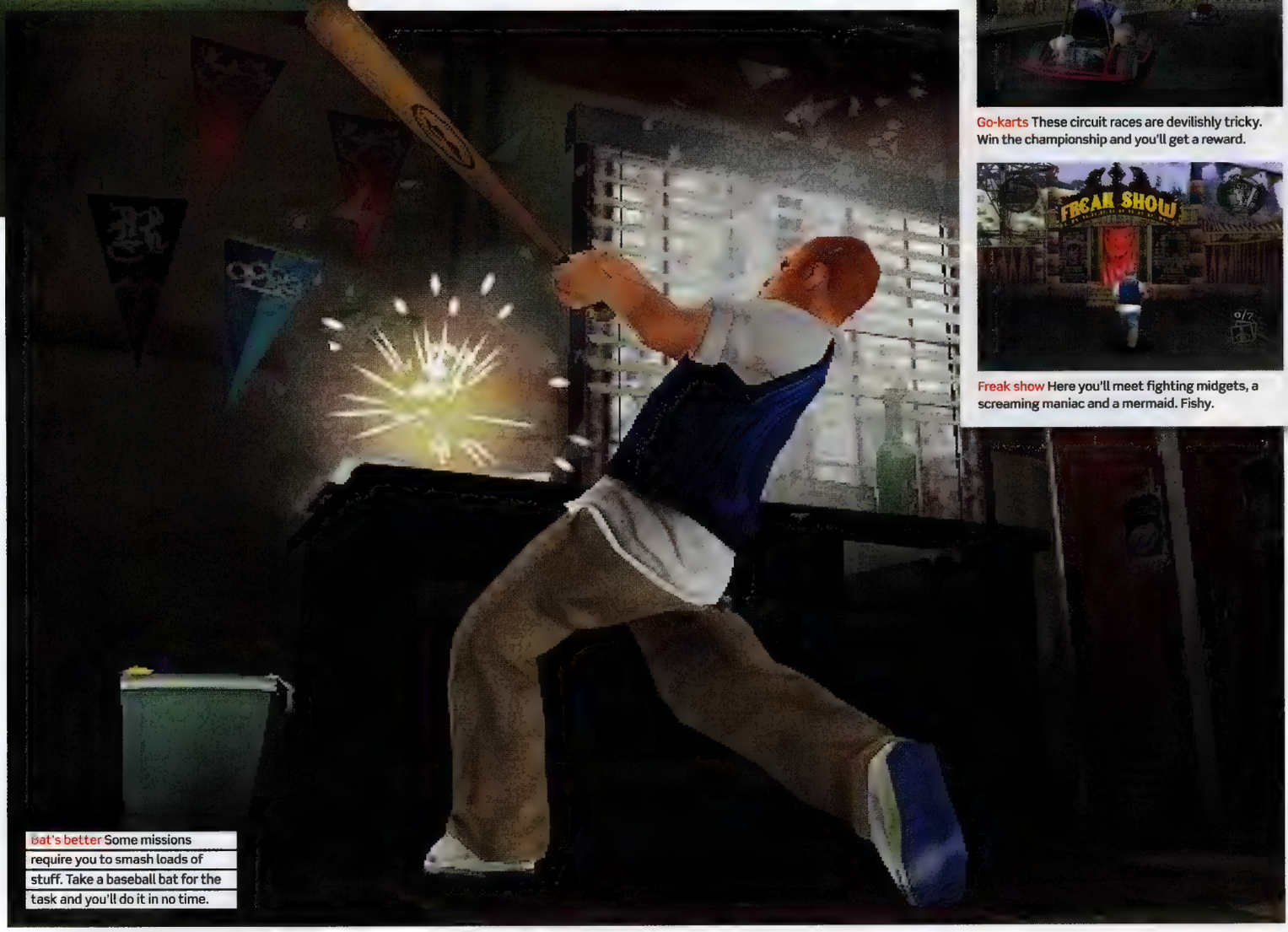
All the fun of the fair

Gasp at the amazing fully-functioning carnival

Games You can win prizes and there's even a ball-splash were you can dunk a midget with a baseball.

Go-karts These circuit races are devilishly tricky. Win the championship and you'll get a reward.

Freak show Here you'll meet fighting midgets, a screaming maniac and a mermaid. Fishy.

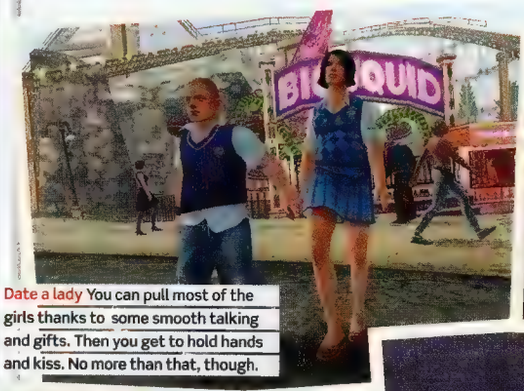


Bat's better Some missions require you to smash loads of stuff. Take a baseball bat for the task and you'll do it in no time.

Activities

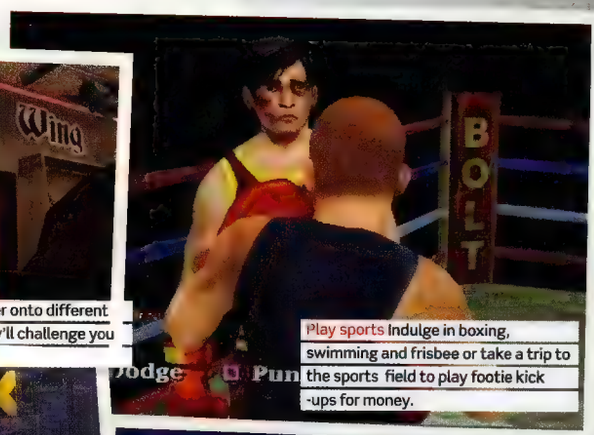
Bullworth Academy Yearbook 2006

There's more to *Canis Canem Edit* than lessons and smacking kids on the nose

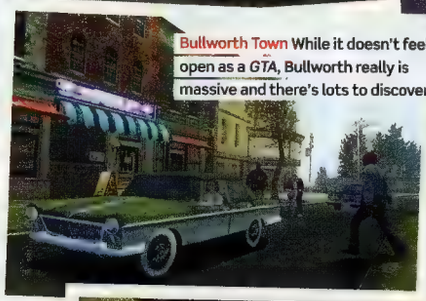


Date a lady You can pull most of the girls thanks to some smooth talking and gifts. Then you get to hold hands and kiss. No more than that, though.

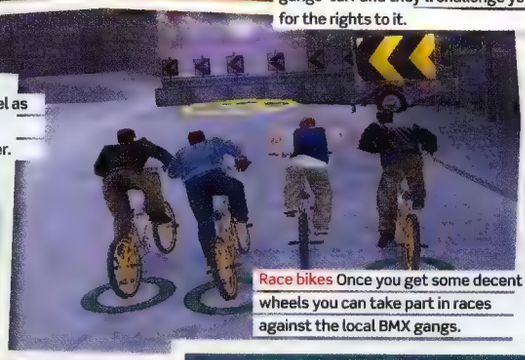
Make friends Wander onto different gangs' turf and they'll challenge you for the rights to it.



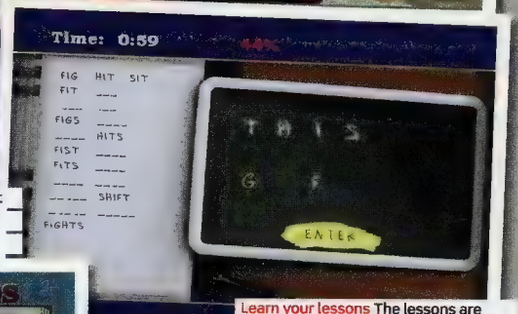
Play sports Indulge in boxing, swimming and frisbee or take a trip to the sports field to play footie kick -ups for money.



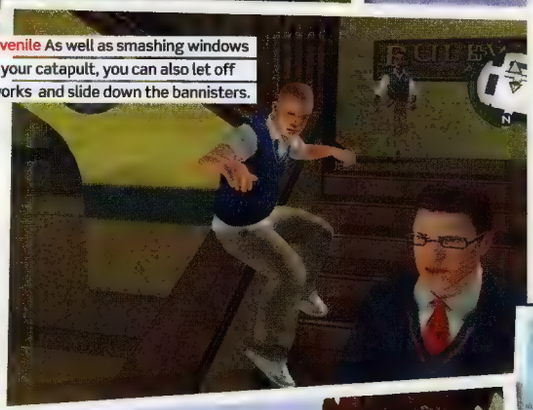
Bullworth Town While it doesn't feel as open as a *GTA*, Bullworth really is massive and there's lots to discover.



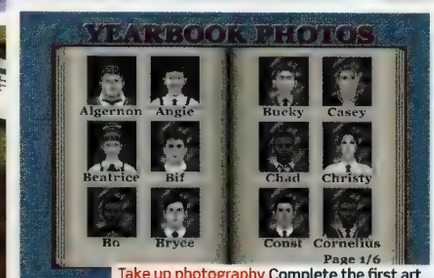
Race bikes Once you get some decent wheels you can take part in races against the local BMX gangs.



Learn your lessons The lessons are played minigames, like this English one where you make lots of words.



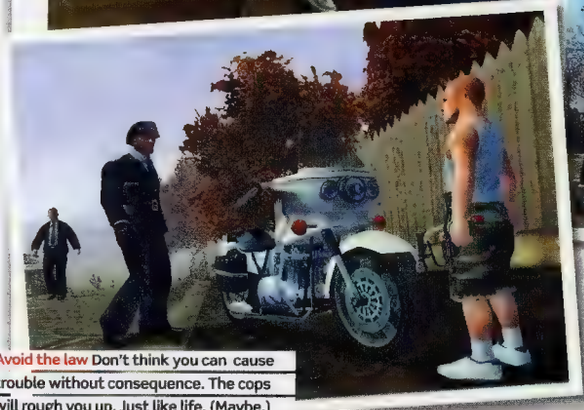
Be juvenile As well as smashing windows with your catapult, you can also let off fireworks and slide down the bannisters.



Take up photography Complete the first art class and you get a camera. You can then photograph students for your yearbook.

Ride the skate park There's a warehouse with ramps and jumps located in the Greaser district. Bring a bike or skateboard.

Go shopping Head into Bullworth town and you'll find hairdressers, clothing and bike shops to buy stuff from.

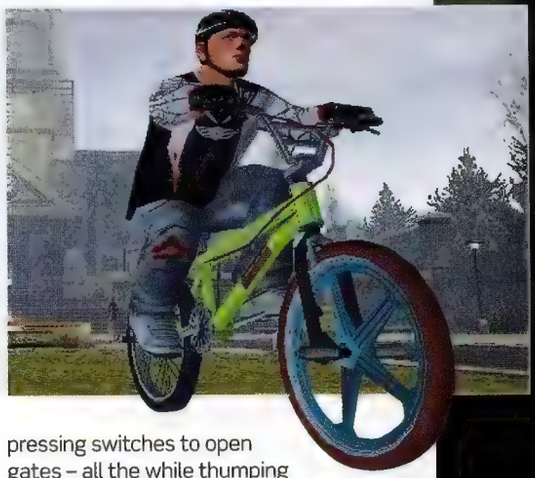


Avoid the law Don't think you can cause trouble without consequence. The cops will rough you up. Just like life. (Maybe.)

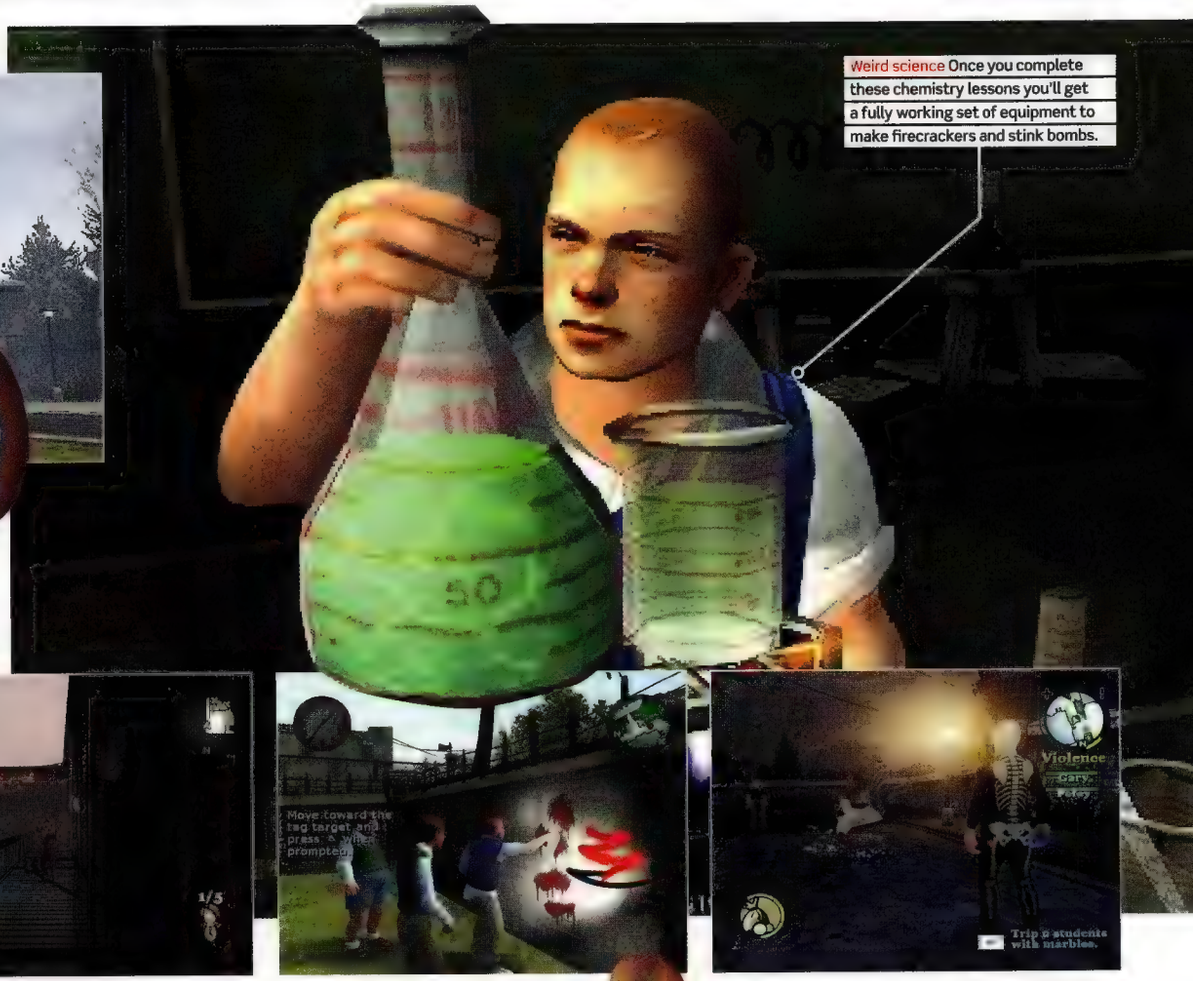
Dressing up As well as getting your hair cut and buying new togs, you can also unlock outfits like, erm, a gnome outfit and a ninja suit. Cool.

Canis Canem Edit

"Rockstar's latest goes to the top of this year's gaming class"



Easy rider You can get fully kitted-out with safety equipment before going scrambling about on your bike.



Weird science Once you complete these chemistry lessons you'll get a fully working set of equipment to make firecrackers and stink bombs.

pressing switches to open gates – all the while thumping lads without a care in the world. And then you find the guy, use a sheet of metal as a shield to protect yourself from his attack, then whoop his ass clean off with a metal bar. Job done. It's every bit as simple as it sounds.

Star pupil

Canis Canem Edit is easy from start to finish and although it's fun, you can't help but feel rather unfulfilled when you get to the end – which we did in just twelve hours. But what it does well is remain focused for the tasks at hand. So if you're on a multi-layered mission and you fail at the second part, you'll start from where you got knocked out (you don't die here) rather than right at the start. Still, though you might complete the missions in a weekend, *Canis Canem Edit* has so much more to offer in terms of diversity. You can slug it out with the preppies in their boxing club, or you can race for the title of go-kart champion on the special tracks at the carnival. You can even hop on a scooter for a spin around town if you're lucky enough to find one. Check out Welcome To Bullworth Academy for more distractions.

So it's another excellent turn from Rockstar, with little Jimmy Hopkins turning out to be their most charismatic lead character ever. You can't help but cheer on the loveable rogue while he battles against the kids and teachers who hate him and, while the majority of the action can be seen in a weekend, there are plenty of thrills that you wouldn't even know about unless you explore Bullworth Town properly. For now, forget about the wait for *GTA4*, *Canis Canem Edit* is a model pupil in it's own right and goes right to the top of this year's class .

Nathan Irvine

Rubber dub dub There are 75 rubber bands hidden. Find them and earn Jimmy a great weapon – a giant band ball that can fell students.

Fave Feature

"Quickly grabbing a passer-by and then dumping their ass in a bin never gets dull"

PSM3 Verdict

***Canis Canem Edit* contains...**

Halloween costumes | Savage dogs
Love interests | Nerds | Jocks | Wedgies

Overall Immaculately designed and an absolute joy to play through. The best game of the year so far.

93

"These games aren't evil. We're not doing anything wrong and games aren't going to rot anyone's mind"

Canis Canem Edit head honcho Jeronimo Barrera talks bullies, midget fights and chatting up mermaids...

Canis Canem Edit is massive in scale and scope. Were there many ideas that just didn't quite manage to make the final cut?

"Of course there are always ideas that don't make it, but it's usually down to time constraints more than anything else. We'll keep those ideas close to our chest in case we do a sequel, though. Right now, we've just finished *Canis Canem Edit* after three years of production and we want a little break. If this is successful then of course we want to make more. Who wouldn't? I want to work on more of these games because there's so much to explore with Bullworth, the town, the students, the teachers... but for now we need to see how it's received."

Where did the inspiration for Jimmy come from?

"Everyone's got a bit of Jimmy inside them. You know, like sticking up for the smaller kids and stuff. I personally have a story about my friend Robert – who I still have as a friend today. He's wheelchair-bound and one day some kid named Patrick Ferguson stole his Dungeons and Dragons books, so he asked me to go get them back. I had to find where this kid lived. I knocked on his door and told him that if he didn't give them back he was going to get one in the nose. There's just tons of things to find inspiration from and the team used all their sources to create varied missions."

Are the teachers in *Canis Canem Edit* inspired by any of the tutors from your old school?

"They didn't come from my high school, but the guy who did the character design did base some of the teachers in the game on a few of the tutors at his. I think he went to a pretty bad school..."

Were you ever tempted to let Jimmy drive a car and stuff?

"No. Jimmy's just a boy, he's not old enough to claim a license yet and he's certainly not a car-jacker. What you can do is grab on to the back of vehicles and skitch them on your skateboard, but that's about it with cars. You get to ride the scooter so you can get around a bit quicker, but letting him drive around knocking people over in a car is not the sort behaviour that a high school student should be indulging in."

Nor anyone else. The missions seem a little more forgiving than other Rockstar games. Is this because you're aiming at a younger audience?

"We sort of meant to do this. We wanted to keep the played focused on the story because there's a strong narrative in *Canis Canem Edit*. Some missions don't even have to be completed to finish the game, they're just there to let you know the different characters a little better."

How do you feel about the bad press that Rockstar so often get with their so-called controversial games? Does it annoy you?

"The sooner people accept that games are simply another form of entertainment, the better. The games journalists and developers need to work in unity to spread the word that these games aren't evil. We're not doing anything wrong and games aren't going to rot anyone's mind. Games are rated and the parents of these children should be looking out for this. I wouldn't let my two daughters play my games, but when they're old enough I'll dust off the PlayStation 2 and show them our work. But not now."

We've finished *Canis Canem Edit*. Tell us some things you reckon we've missed.

"There are tons of costumes that you can unlock, including Edna the dinner lady's mask and a ninja outfit. If you win the go-kart championship, you'll get the kart for keeps. You can also whisper sweet nothings to the mermaid in the freak show – and the midget fight is rigged so that the one in red will win more often, so be careful when betting on the outcome. Completing the year book opens up a special piece of clothing and you'll need that to complete the game 100%. Also, collecting elastic bands (like the drug packages in *GTA*) will unlock an elastic band ball, which is a one-hit knockout device and if you let it loose in the school it'll cause all kinds of mayhem."

So what are you going to do now that *Canis Canem Edit* has been completed?

"I'm going to take a rest for about a week and then I'm going to get back to work. We've got a lot of stuff coming out for next-generation machines – like *LA Noire* – but I'm not talking about all that just yet..."

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A battle was won, but the war is far from over. The Helghast forces are amassing under the brutal leadership of General Armin Metrac. With the fate of the planet balancing on a knife-edge, the future of your people now lies in your hands. Can you defeat the ultimate evil?

PS3

Pub Konami | **Dev** Konami
Players 1 | **Genre** Stealth
FYI PS3's best game so far

ON THE DISC
Trailers on DVD and in our sizzling Press PC/Mac section

METAL GEAR SOLID 4: PS3'S ULTIMATE WEAPON

As if we didn't love it enough already. *MGS4* just gets better

Dave Harrison

Things are never simple with *MGS*. Just when you think you've established a few facts, Kojima releases more footage and makes everything clear as mud.

Two new trailers were unveiled at the recent Leipzig and Tokyo Game Shows respectively and, as you'd expect, they're both available to watch on our latest disc. While both are spectacular, it's the TGS trailer that's of particular interest as it's the first actual in-game footage – Snake using his new Octocam camouflage suit, shooting from a first-person perspective, hiding in empty steel drums – some of it as you'd expect, some of it mind-blowing.

But like we said, as soon as you think you're learning more, the new trailer throws up just as many questions as it answers – just which side is Snake actually fighting on? What's the role of the Metal Gear Mark II? And, more importantly, which is Snake's real face – the craggy Colonel Sanders-alike we've seen or the chiselled picture of youth that turns up at the end of the trailer?

Already we're analysing the footage frame-by-frame. Here we present the latest (what we hope are) facts and speculate wildly off the back of them, offering you some theories that might – just might – turn out to be world-shaking...

Dark angle Snake can shift his rifle onto his other shoulder to change the angle of fire and stay covered.

MGS4 Special

Wallflower Snake springs a nasty surprise for this guard after cunningly blending in with some bathroom tiles. Can he do paisley?

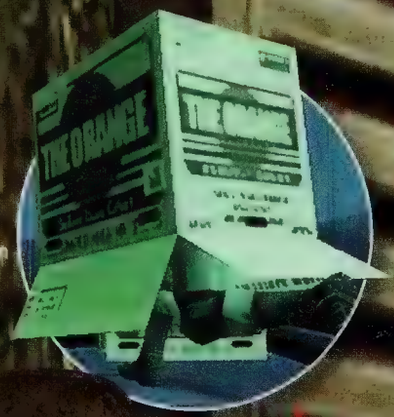
Where's Snake?

In *MGS4*, Snake no longer needs cardboard boxes, long grass or cupboards to hide himself in, because he's got his incredible Octocam camouflage suit – set to revolutionise the *MGS* experience. As the name suggests, it's designed to intimate an octopus' ability to change it's colour to match its background and become virtually invisible. This means that if Snake stays still against a particular environment, he'll start to blend in. This not only applies to general battlefield rubble, but also complicated tile patterns and even a pile of dead bodies. This incredible new ability means that as long as Snake isn't spotted getting into position – or is accidentally stepped on – he can hide anywhere.

Barney Rubble This new suit allows Snake to face the enemy and keep them locked in his crosshair.

Old dog, old tricks

Even though the introduction of the Octocam suit negates many of the traditional ways of hiding they will remain there. For instance Snake can tip-toe around inside a steel drum - proof that Kojima still likes a chuckle.



"The incredible Octocam camouflage suit is set to revolutionise the MGS experience"

Shootenanny *MGS4* can played as a pure action game or you can use 'traditional' stealth techniques.

Cock shocker The Mark II has it's own defence system – a tazer fixed to a cable-like arm that delivers watts right up the crotch. Tingly.

Where does he get those wonderful toys?

The Metal Gear Mark II is controlled by Octacon and allows him to communicate with Snake. Kojima is toying with the idea of allowing the gamer to take control of it (perhaps with the PSP) and using it like a remote-controlled recon device.

Blade too Notice how Snake keeps his knife out even using a rifle, so he's always ready for CQC.

Whose side is Snake on?

Well, it's not too clear as in the trailers he's seen attacking both warring factions. Snake's actions towards either side may affect his relationship with each, so tactical allegiances could help his cause – as might some devious double-crossing.

Metal Gear Solid: Portable Ops

And don't forget the new *Gear* on PSP too

Fall guy The graphics aren't a match for *Snake Eater*, but are still remarkable for the PSP.

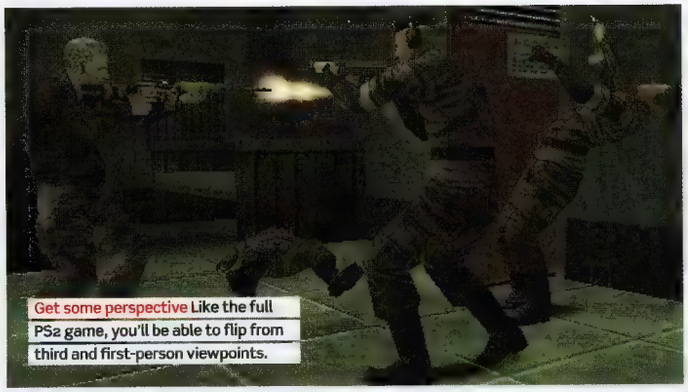
This is the game that all those who found *Metal Gear Acid* a little disappointing have been waiting for – a full *Metal Gear* experience designed to assert itself as a vital part of the *MGS* canon. Set in 1970 after the events of *Snake Eater*, gamers take control of Big Boss as he attempts to resolve a bloody revolt in South America – started by his old unit, FOX. The plot should fill some of the gaps in the series timeline between *Snake Eater* and the original *Metal Gear*. More importantly, rather than the card-tossing action of *Acid*, *Portable Ops* is the familiar blend of stealth and action that we've come to worship on the PS2. There are some differences, however, such as Snake's ability to pump captured guards for info or persuade them to join his cause, allowing him to build up a squad of three men. Then gamers can switch between control of the squad wherever they are on the game map. We'll have loads more on this very soon indeed.

WI-FI MULTI-PLAYER

Squad rotation

Online and sinker Once you've a squad in the one-player game, you can take them online to compete.

Frog march Once online, there's Team Deathmatch and the quirky Capture The Frog to get involve with



Get some perspective Like the full PS2 game, you'll be able to flip from third and first-person viewpoints.

Live 'nade How's this for nonchalant? One lazy stretch in the air, one frag grenade and down goes a whole unit.

Dazed and confused

Snake's Octocam suit has a mask to complete the camo – but it seems it can also alter his face, as seen in the trailer when he pretends to be a dead body. If so, how can we be sure which is Snake's real face? Is it that of the craggy old guy? Or the fresh-faced Snake we see at the end of the movie? And if he's still wearing the mask, how can he smoke a fag? Mad.

Pub Sony | **Dev** Polyphony
Players 1-2 | **Genre** Driving
FYI It's pimp-my-GT in 1080p

ON THE DISC
See GT HD in motion on your PS3 disc...

Tracks in detail

The Swiss circuit (pictured) and one other track come free with the Premium mode – but you'll pay for the rest. Classic (ie. online head-to-head mode) will offer up to 770 cars/51 tracks which, if you bought them all, would cost upwards of £300, based on the proposed Japanese prices. On the slightly brighter side, Kazunori claims this content could be used in *Gran Turismo 5* due exclusively on PS3 in 2008. Classic mode will allow you to manage race regulations, online competition, communities and organise races.

THEN & NOW

How big a leap is the sequel?

Then... Gran Turismo 4 PS2 2005
Incredible replays and car models, but the core gameplay felt eerily similar to *GT3*. Nice Grand Canyon track, mind.

Now... Gran Turismo HD PS3 2008
Incredible replays and car models, but the core gameplay feels eerily similar to *GT4*. Nice Switzerland level, mind.

Gran Turismo HD

Three tracks and we pay for the rest? Hmmm...

Daniel Dawkins

Tokyo Game Show. Friday September 22, 12.17 PM. As hundreds of eager gamers jostle for a glimpse of *GT* creator Kazunori Yamauchi, his biggest revelation almost slips under the radar – *GT HD* will feature car damage, but only as a premium price download patch. You'll also race Ferrari vehicles – licensed for the first time – though the other new features are harder to explain...

GT HD is split into two modes: Premium and Classic. The Premium version is offline 1080p *GT*, with only three tracks (well, two, since one has to be downloaded at cost), including the stunning Switzerland circuit pictured above (with jaw dropping views of the Eiger glacier), all designed to take greater advantage of the PS3 hardware. In practice, this means more panoramic, photo-realistic, backgrounds and, er, poorly animated 3D spectators instead of inanimate 2D cut outs. Sony have identified *GT HD* as PS3's key lure for premium (ie. paid) content downloads, so you'll have to stump up for each classic car, track and 'item'. Classic mode is an online head-to-head game, with no initial content – surely not? – forcing you to pay roughly £0.22-£0.45 per car, and £0.90-£2.25 per track. The mind boggles... Expect solid details soon.

How do the cars handle?

It's easy to dismiss *GT HD* as 'just' *GT4* in 1080p, but it's only when you get hands-on that you're reminded that that's a good thing. Handling across the portfolio is as crisp, punchy and demanding as ever, though the lack of pad rumble is disappointing. Despite promises of better real AI, [illegible] and Professional [illegible] modes can [illegible] you won't have to [illegible]

PSM3 Reckons

Kazunori claims the core package will be low cost, so we're avoiding cynicism – but sharp visuals aside, it's too confusing.

ETA MAR 2007

PS3

Pub Capcom | **Dev** Capcom
Players 1 | **Genre** Action
FYI It's *DMC3* in HD - or is it?

ON THE DISC
See the HD perfect TGS *DMC4* trailer on next month's disc

Devil May Cry 4

Five heroic and helpful hands-on facts

Daniel Dawkins

1 You play as Nero and Dante is the villain. Perhaps...

Nero is a Holy Knight, sworn to protect the world from evil, who sees Dante slaughter his fellow warriors and vows revenge. We doubt all is as it seems.

2 Use the devil arm to build combos

The game plays like *DMC3* save for a) The Acceleration system – not implemented at TGS, but involves a switch on Nero's sword that speeds up his attacks so they cut the ground, and b) Nero's Devil Arm - press ◎ with the analogue stick to extend your arm and grab multiple enemies mid-combo. In the TGS demo the Devil Arm was a bit cosmetic, but we're told it has unique properties.

3 Will you get to play as Dante?

Most likely, yes. Given Capcom's love of hammy plots, Dante probably killed the warriors for noble reasons and will team up with Nero in classic Hollywood fashion to battle the *real* villain.

4 Fighting big bosses

The 10-15 minute TGS demo ends with Nero plunging his Red Queen sword into a fiery seal, causing the earth to rumble and... *this* flaming atrocity to appear. Sadly, the demo ends before you fight him, but this may be where the Devil Arm's unique abilities take on an integral role.

5 Same gameplay, but different feel?

Sword uppercut/pistol lifting mid-air combos, R1 assisted dashes and right analogue stick evasive rolls might sound familiar but they *feel* better than ever – no game makes violence look cooler, more tactile or poetic than *Devil May Cry 4*.

PSM3 Reckons

Hi-res impact aside, it's not the major departure many expected in terms of control, structure or visuals – but still AAA-quality fun.

ETA MAR 2007

Pub Red Octane | **Dev** Red Octane
Players 1-2 | **Genre** Rawwwwk
FYI Sequel to the best music game ever

ON THE DISC
See loads more of this on our DVD next month

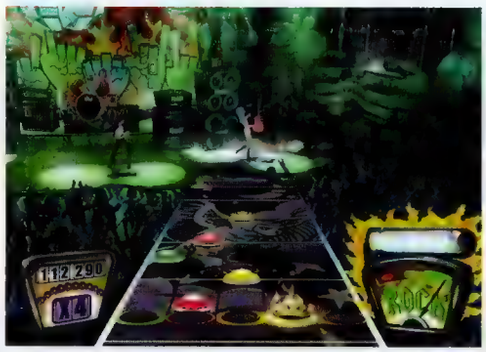
Guitar Hero 2

New geetar, new songs, same massive sense of excitement

David Cook

Although we're not bored of the first *Guitar Hero* yet, the onset of 'fret wrist' – look, it's a recognised medical condition, OK? – has curbed our enjoyment somewhat. We are, however, preparing to play through the pain barrier and beyond come November when *Guitar Hero 2* will come out and, hopefully, rock our world to the core.

The biggest change in the *Guitar Hero* formula comes in the form of the new co-operative mode, meaning one axe-wielder plays lead guitar, the other bass, and they aim for the highest score together. Think playing bass sounds a bit dull? Don't worry, we've done it and it isn't – though, admittedly, bassists are just never quite as cool as lead guitarists. It's a fact. No need to squabble over who gets to play lead, though – you can both play that role in Face-Off mode, as ever.



Get ready to rock

Co-op mode is the only real difference, to be honest, but *Guitar Hero 2* is a prime example of not breaking something just to bosh it together again. You do, however, get a brand new Cherry Gibson controller which, we're reliably informed from Red Octane's rep, "is well sexy". There will also be some new characters and stages. But what you care about is the track listing, which you can see if you allow your eyes to stray to the right a little. It's not perhaps as commercial as the first game – not that *GH1* was exactly rammed with chart tat. Out go Franz Ferdinand, David Bowie and Queen, and in come Lynyrd Skynyrd, Megadeth and Primus. It's a very American line-up, but we all know Americans do like to rock. But wait – no Achy Breaky Heart? Shame.

As we said, we still play the first *Guitar Hero* all the time, so we can't wait for this – despite some occasionally odd song choices. (We're all in favour of KISS, but Strutter instead of, say, Crazy Crazy Nights? You Really Got Me by Van Halen instead of Jump? And where's The Final Countdown?) But that's almost a non-issue. *Guitar Hero*'s all about loud rock and ridiculous posturing and the sequel looks set to deliver by the axeful. Can't wait.

Your arse, my bass One person can play lead guitar and the other bass in Co-op mode.

Girls just wanna have strum There will be new characters, so you can play with this lady. Not like *that*.

Where it's at There are lots of new venues and characters to play as. Nice tattoos, chummy.

Sweet Child O'Mine – Guns N' Roses Yes! This is the shizzle, as they say. We'd have preferred Paradise City, but we still can't wait to get drunk and howl along to this one. Note: drinking is bad, kids. Especially the morning after.

Jessica – Allman Brothers Wait a sec... It's the Top Gear theme! This will be ace. We intend to play this number at a similar volume to that of a Bugatti Veyron smashing headlong into a Pagani Zonda.

Message In A Bottle – The Police Sting? *Sting?* The weakest of the tracks, without a doubt. Sting isn't cool. A tantric-mad hippy vegetarian doth not a rock god make. Hmm, we're all about the white middle-class rock reggae...

Killing In The Name – Rage Against The Machine We've played this one and thoroughly enjoyed thrashing along to one of the greatest rock anthems ever, even though the vocals on this re-interpretation of the original are oddly, well, *squeaky*.

Sweet Cherry Pie – Warrant Ah, a rock classic. we like cherry pie, too. They serve it sometimes in the office canteen. We like it smothered in cream. Eh? It means *what*? No, it doesn't... *Really*?

THE SET LIST

Every track in Hero 2

John The Fisherman
Primus
Psychobilly Freakout
The Reverend Horton Heat
Strutter
KISS
War Pigs
Black Sabbath
Who Was In My Room Last Night?
Butthole Surfers
You Really Got Me
Van Halen
Sweet Child O'Mine
Guns N' Roses
YYZ
Rush
Madhouse
Anthrax
Shout At The Devil
Motley Crue
Trippin' On A Hole In A Paper Heart
Stone Temple Pilots
Freebird
Lynyrd Skynyrd
Beast And The Harlot
Avenged Sevenfold
Can't You Hear Me Knocking?
Rolling Stones
Crazy On You
Heart
Heart Shaped Box
Nirvana
Jessica
Allman Brothers
Laid To Rest
Lamb Of God
Misirlou
Dick Dale
Surrender
Cheap Trick
Tattoed Love Boys
Pretenders
Them Bones
Alice In Chains
Tonight I'm Gonna Rock You Tonight
Ozzy Osbourne
Message In A Bottle
Police
Bad Reputation
Thin Lizzy
Carry Me Home
Gov't Mule
Freya
Sword
Girlfriend
Matthew Sweet
Hanger 18
Megadeth
Institutionalised
Suicidal Tendencies
Killing In The Name
Rage Against The Machine
Last Child
Aerosmith
Monkey Wrench
Foo Fighters
Mother
Danzig
Rock This Town
Stray Cats
Search And Destroy
Iggy Pop And The Stooges
Stop
Jane's Addiction
Sweet Cherry Pie
Warrant
Woman
Wolfmother

PSM3 Reckons

It's *Guitar Hero* all over again, but with a stronger tracklist. As such, *GH2* will doubtless prove to be as utterly essential as the first game.

ETA NOV 2006

PS3

Pub Sony | **Dev** Factor 5
Players 1 | **Genre** Action
FYI The best use of the tilt pad on PS3 so far

ON THE DISC
Take Lair running in hi-res on next month's DVD.

In the mind of a monster

When you're in the air, line up your foe and press L1 (or R1) until the white target reticule turns red. Use ⊗ to swoop in close and ○ to dispatch fireballs or, better, physically smash your foe by sweeping the pad left and right – the motion is much more violent than you'd think. After a few hits, you can choose a variety of automated finishing moves (via directional swings) to leap over and kill the enemy rider.

STAMINA

INFLUENCES

The games and films that inspire Lair

Rogue Squadron | Lord Of The Rings | Reign Of Fire | *GTA: San Andreas* | *Warhawk* | *Panzer Dragoon*

Sheer scale

Use the pad to swoop roughly near the ground and tap △ to land – less fiddly than you'd think. It's simple, and fun, to tear through swathes of tiny soliders, using charges, arm sweeps and fireballs. Dispatch a fixed number of soldiers, and you get to tackle hulking – if easy to kill – ogres.

Lair

Hands-on with Sony's 1080p beast

Daniel Dawkins

The shock is that *Lair* actually looks this good, running in PS3's maximum 1080p screen resolution with no slowdown and minimal glitching. The only quirk was when we flew under a low bridge and – thanks to the mild imprecision of the SixAxis tilt controller – got temporarily stuck causing the camera to flip out. Bottom line: few PS3 games provided such a stunning contrast between micro-detail (check the dragon's scuff-textured scales shimmering in real-time) and macro-scale (the sun-bleached sky floods with dragons as hundreds of soldiers march below), with stunning special effects.

The TGS demo kicks off with a much needed tutorial, as you sweep through hoops and learn basic combat moves (see 'In the mind of a monster'). The dragon flies via the 6D tilt-pad, but feels way more sensitive and 'heavy' than you'd expect – initially, hitting hoops is harder than the twitchy flying school lessons in *GTA: San Andreas*. As time wears on, you learn to use restrained, focused tilts and the dragon steadily synchronises with your motions.

The demo's core is split between – fairly easy – aerial jostles, and ground-based troop decimation (press △ to land), as your dragon stamps and burns hundreds of full 3D soldiers. At present, it's more of a tilt-function demo than an actual game, but at 30% complete, there's every reason for optimism.

PSM3 Reckons

Lair's technically impressive, with satisfying tilt control, but currrently lacks challenge or variety. Changes allowing, an intriguing prospect.

ETA MAR 2007

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15

PlayStation.2

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DESTROY ALL HUMANS! 2
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Your words, your pictures, your videos...

Your Space

Start

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Can you beat Dan D and Nathan online?

PSM3 Wants You!

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Letters To PSM3

Your letters and emails, sifted and printed

Crash and burn

LETTER

I'm curious; you guys obviously hate Crash Bandicoot more than anything, but did you ever like him? In the first *Crash* game on PSone did you not jump for joy when you bounced over a diamond or gem after a million fruitless tries? And did you not burst out laughing when he did 'the eyebrows' before jumping on that pig and riding it to within an inch of its life?

My point is that games like this are classics and the same can be said for the second and third in the series. And even today the graphics are impressive, especially considering it's ten years old. I still play *Crash* and I love it, and thats why the series – only the Naughty Dog ones, mind – is in my top 10 games of all time. But I agree with your reviews of his PS2 adventures. He began to fade when Sony sold him to Vivendi, but I picked up *Crash Tag Team Racing* on PSP and I have to say, the fun is back! It has humour, great visuals and it really is hours of fun.

So lay off poor Crash and slag off properly crap characters like Spyro or Tak. Crash is king!

Terry Heffernan, Northern Ireland

"You obviously hate Crash more than anything"

Yes, we do hate Crash. We hate his snarling, gormless face, his incessant cackling and his three-quarter length trousers. But like you, we used to *love* him. *Crash Bandicoot* was one of the first PSone games we ever played and, at the time, it was groundbreaking. But looking back, was all that running into the screen business actually fun? No. It was frustrating and very, very silly. His PlayStation 2 adventures haven't been exactly top-notch, but we'd rather play *Twinsanity* than the first game any day of the week, even if it is largely rubbish. Sure, Crash is part of PlayStation folklore, but he's horribly outdated and, if we're honest, a bit of a bumhole. Tak's not that bad, by the way. At least he doesn't cackle so.

Fur cough He doesn't even *look* like a bandicoot. If he did, maybe we'd like him more. But we don't – we *hate* him. Grr.

Chair master

Just wanted you to know, I was looking at the PSM3 blog (psm3mag.com) when I noticed a photo of your office. Nice chairs! I work for the company who makes them and I cannot believe how well looked after they are! They're, like, three or four years old and they look brand new. You take really good care of your office, clearly. I'm *aching* for PS3. I just bought a new HD telly and everything in preparation. If you want any more chairs, contact me through our website at... *[snip!]*

David Clark, email

We love our chairs. They're soft and yielding, like sitting in the middle of an enormous cream horn. Well spotted, though. You must really love office chairs. So much so that you couldn't help but try and sell us some at the end of your letter. Shameless.

Office space We got a fax from the guy who made the desks too.

"You What?"

Thanks for writing. No. Really

Stop telling people how to get illegal emulators running on their PSP or I'll tell Sony about you!
Anonymous, email

Hey, we don't supply the means to do it. We just say it can be done. GOD WILL YOU PEOPLE JUST DEAL WITH IT?!?!

Manky Pete, email

Yeah, you tell them! Who says games are meant to be easy?
Abdul, Nigeria

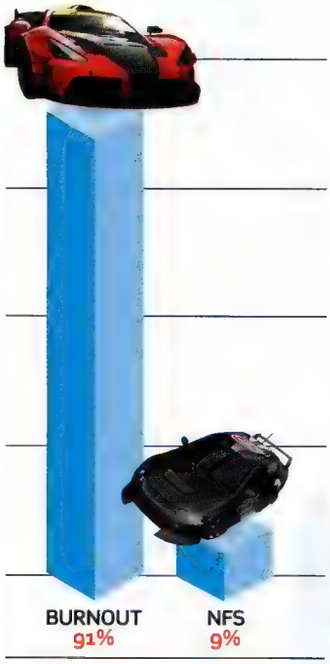
Idiots, that's who. Magpies are bad birds.
Petey, email

Yeah, especially if you see one of them.

Poll Position

We ask. You Answer

This Month Best driving series - *Need For Speed* or *Burnout*?



Next Month Best stealth game: *Metal Gear or Splinter Cell*?

MySpace Cast your vote at http://www.myspace.com/psm3

Screen burn **You can play PS3 without an HD telly, but you won't get all the benefits of a pin-sharp display. It's your choice...**

Balls out

I was just wondering if the price of the PS3 will go up because of the delay and everything? And do you think that it's worth getting a super HD telly? If not, I think I'll just keep my old one. Oh, and one other thing – *PES* sucks ass compared to *FIFA*. Who wants to play as 'Man Red' in the English league? Nobody, that's bloody who!

Charlie Wood, email

You're missing the point entirely. You can't judge a football game based on how many licenses it has. *PES* is the better game and we can prove that scientifically. *FIFA* may have the gloss and the budget – it is an EA game after all – but *PES* just *feels* like football. And only buy an HD telly if you can afford it, you'll still be able to play PS3 on your old one. It just won't look as sharp. And the price won't go up, so don't worry.

Score bore

Final Fantasy XII, *Kingdom Hearts 2*... I can't decide which one to buy! Can you include a table in the magazine comparing similar games and their differences? You might say that one's got a traditional RPG fighting style and the other is a cross between an action game and a role-player. You know? And it isn't only those games. When PS3 comes out, we'll have to decide between *MotorStorm* and *Colin McRae: DIRT*, *Assassin's Creed* and whatever *Hitman* game there will be on next-gen, *Half-Life 2* and *Resistance: Fall of Man*... You can't say with absolute certainty that *Hitman* is better than *Assassin's Creed* or the other way around.

Abdulla Omran Khayami, email

Well, yes we can. You see, if we give *MotorStorm* 93% and *DIRT* 91%, *MotorStorm* is the better game. It's that simple. When we score games we take into consideration others in the genre, but also every game we've reviewed previously. So trust us, eh?

Clank caller

Ratchet And Clank is possibly the best platforming series on PS2 (closely followed by *Psychonauts*) and on PSP, *Ratchet and Clank: Size Matters* looks great. I'm just wondering what's happening with *Ratchet* on PlayStation 3? With all this processing power I'm worried that it'll look entirely different and realistic, and that the game won't have the same visual impact as a result. This would spoil the fun. Can you please prove to me this isn't the case – they can't make Ratchet look realistic!

Mike, Nottingham

All we've seen of *Ratchet* on PS3 is a tiny teaser video, and while it did look a lot more realistic, don't expect it to lose its trademark charm and character. As long as the two lead characters continue to fight together and the writers keep the humour going, improved visuals can only be a benefit. So stop worrying, will you?

Pieces of eight

How do I get into your top eight?! Do I get a prize?! Please put me in your top

Web of woe

I just got a PSP and I'm trying to order my free Spider-Man 2 UMD from yourpsp.com. Problem is, my PSP is from Hong Kong. **Anon**

That *is* a problem. Sadly, only UK folk get free Spider-Man love. Bad luck, mate.

Grand theft awful

Why keep comparing *True Crime* to *GTA*? In which way are the two even similar? **Bert**

You're kidding, right? Yeah, you must be kidding. Good one!

Pad enough

Have Sony ditched that stupid banana PS3 controller yet? **Hawk**

Yes, they have, about four months ago. Get with the PS3 program.

Curtain call

When is *The Movies* coming out for PS2 then? It's been delayed for ages... **Anon**

Never, because it's been canned. You can still get it on PC, though, if you have one.

Going loco

Why did *Total Overdose* get a high score? It's utter pish. **Anon**

Well, we liked it. Horses for courses and all that.

Money talks

Hello, mates. I'm 15 and I get about £5 quid a week. Should I save up for a PSP? **Anon**

Hmm... we don't think so. Get one for Christmas instead.

Text us Send to 87103 and start your message with 'PSM3'.

Cog wash **We can't wait to see Clank and Ratchet looking all glossy and next-gen, but some worry they'll lose their charm...**

I pwned your asses at *Burnout* the other day! **Seekingtruth, email**

No you didn't. They were imposters and you can't prove any different. Ho!

its jay pls reply **Jay, email**

Hello. There you go.

Your Space

Evo twin If we give a game's sequel less than the first game that doesn't mean it's worse – it just means that it hasn't evolved. Most of the time.

eight! I'm really cool and that!
You lot, email

To clarify – we select eight random people every month who have entertaining enough profiles to be included. Their prize? Being in PSM3.

Sister act

In your *Scarface* preview you said Tony killed Gina at the end of the film. Wrong! It was one of Sosa's assassins who crept up the balcony and shot Gina, thinking she was Tony. You stupid focking cock-a-roaches!
Crazy Del, email

That was Andy's fault. We'll punish him later by tying him to a shower rail and waving a chainsaw at his soft bits.

Praise be

Hello, my candy cane friends. Been reading your magazine since PSM2 started. Your scores are always bang on and it isn't completely depressing like most other mags. It is a most quaffable read indeed.
Rob of the Future, Myspace

Why thank you. Quaffable, though? How do you quaff a magazine? We're not like a pint of beer, other than that you'll feel ill if you have too much of us. Also – are you really from the future?

Best buy

Where's it gone? One of the most simple yet ingenious ideas has been dropped in your new look magazine and, quite frankly, I'm at a loss. I am, of course, talking about the 'worse than, better than' box. This has pointed me in the right direction on so many occasions and now it's been thrown away like an unloved puppy. Why? I was led to believe, by yourselves, that *PES6* would be the best thing since sliced salami, but in your recent review it was awarded 1% less than *PES5*!? Does this mean I should get that one? Please re-introduce this feature.
Ian Miller, Leigh-on-Sea

The best football game on PS2? *PES6*, of course. You see, we gave it 1% less than the last game because, essentially, it's more or less the same – but with a few tweaks. It's hard to explain, but a game only gets a higher score than its predecessor if it changes massively or otherwise innovates. As for the 'worse than, better than' box, we won't be bringing it back. It's too vague and we'd far rather talk about what it's better or worse than in the review, so we can go into it in greater detail. Simple, really.

Be happy

What is with it with everyone? You all seem to be moaning about the PS3's cruddy delay, but look on the bright side; it means that you can enjoy your PS2 more. With all the really good games coming out on it who can complain? You've got games such as *PES6* coming and others that are already out like *Just Cause*. So my message is to GET OVER IT.
Keiran MacDonald, email

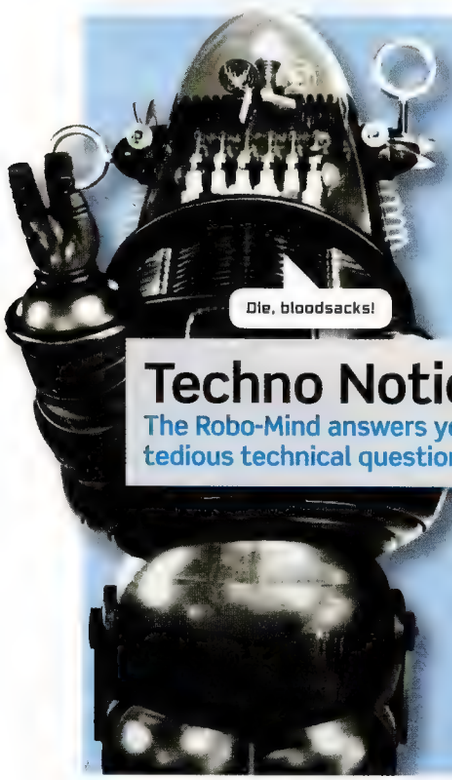
Exactly. Andy expressed this sentiment in last month's Opinionator column and we're glad other people think the same way. The delay means that PS2 gets a chance to grow old gracefully and gives some of its finest titles room to breathe.

Plastic fantastic There are so many movies that would work well as Lego games. Batman will be *brilliant*.

Be happy

Lego Batman?! Yessss! Hopefully it's based on the comic books and the movies – Dark Knight returns would be awesome! Traveller's Tales need to make a Lego Lord of the Rings game. The cast and settings are perfect. Agree with me?
Batista, email

We'd love a Lego LoTR game. We'd also like to see Lego Pulp Fiction. And Lego Emmanuelle.



Techno Notice

The Robo-Mind answers your tedious technical questions

Dear Robo-Mind

I'm a bit worried about this online content business. Does this mean that games I buy won't be complete until I download the rest of the content off the internet? And will developers release patches to fix bugs? I just want to buy a game from a shop without having to go online at all! **Raz, email**

"Vraaaak! More questions?! If I still had my laser node I'd vapourise you all in half a parsec, you stinking, sweaty organics. Curse, you PSM3! RETURN MY WEAPONS POD AT ONCE! Bzzzzt... in answer to your ridiculous query, I don't think you'll ever be forced to download extra content – the option will always be there though, and each download will only cost a few pence. As for patches, surely having access to updates to improve the game would be a good thing? Discuzzzzz."

Dear Robo-Mind

I've just thought of something – if GTA4 is coming out on Xbox 360 as well as PS3, doesn't that mean that Rockstar North have to limit the content to fit on a tiny DVD rather than a massive Blu-ray disc?
Chasser, email

"Brrrr... 0101... brrrr... gah! I forgot, you meatbags don't speak binary. It pains me to say it, but THIS IS A GOOD POINT. FZAK! If *GTA4* was on Blu-ray they'd have 50Gb of data to play around with – imagine the size of the city – but with DVD they have a pitiful 9Gb. That means low-res textures, lower quality music and a smaller game world. Crap-zilla! Microsoft are releasing an HD-DVD drive for Xbox 360, but this only plays movies, meaning *GTA4* will have to fit on DVD. Ideally they'll make it for Blu-ray and spread the game over multiple discs for 360 folk, giving us the definitve version and them a disc-swapping nightmare. Blessszzz."

Dear Robo-Mind

Will all of my PS2 and PSone games be compatible with PS3's backwards compatibility feature?
Domingo, Barnstable

"Nobody knows, but only about five PSone games didn't work on PS2. Oh, and one more thing... DIE!!!"

Mail us Got a question? Email it to psm3@futurenet.co.uk. Subject 'Robo'.

"They can't make Ratchet and Clank look realistic!"
Mike Nottingham

Best of the Blog

PSM3 MAG.COM

Visit psm3mag.com and have your say

"Keep your camp turn-based crap. I want to kill someone."
Bill 'mofo' Gates

"You people are creepy. Does watching a disc going in and out of the PS3's slot get you off?"
Freakatola

"I love you more than fat kids love cake. That's a lot."
Mini Muffin

Best of the Rest

Blog regular **Bradley Plant** says "I hope the Grinch steals all of America's PS3s and drops them on the UK." But they'd crush us! Just kidding. Meanwhile, **Chris W** tells the haters "You'll still be getting the equivalent of an upgrade-free ninja gaming PC for a third of the price" Yes! And **Marcelo cK** from sunny Brazil says "My English is shit, but I can still read your blog." Hooray!

Blog: We're posting every day. Go to www.psm3mag.com for free PSM3.

UK myspace a place for friends
Go to www.myspace.com/psm3 and join us

PSM3's Top Eight

MySpace readers who rock our world

Abz

ABOUT HIM

"My name is Abz and I like cheese. And football. And videogames."

INTERESTS

"Football, music, drumming of all kinds, computer games, martial arts, mythology, cartoons and the occasional anime. My favourite games are *God Of War, Pro Evolution Soccer 5*, the *Tekken* series, the *Devil May Cry* series, *Jade Empire, Metal Gear Solid Fahrenheit* and *Soul Calibur 2*."

CURRENTLY PLAYING

Yakuza, Kingdom Hearts 2

WHY WE MADE HIM TOP 8

He's hot for Zhang Ziyi, digs classic anime like Fist of the North Star and appreciates the work of Jet Li. All deserving of a top eight spot.

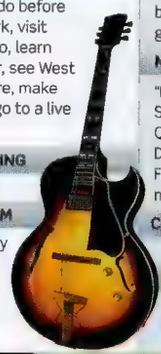
JAMIE~!

ABOUT HIM

"I'm 19 and I'm a left-handed scamp from London. I spend a lot of time at work and I like travelling."

INTERESTS

"Things I want to do before I die: visit New York, visit Sydney, visit Tokyo, learn how to play guitar, see West Ham win silverware, make my own film and go to a live wrestling show."

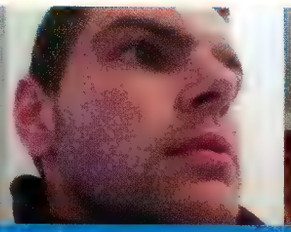


CURRENTLY PLAYING

Killer7, LocoRoco

WHY WE MADE HIM

We like his insanely neat profile, his animated photo and his ironic Goonies t-shirt.



Parker

ABOUT HIM

"I'm 25 (but I look about 12) and I live in Ryde on the Isle of Wight. It's a pretty boring place but I like it and I can think of worse places to live. I used to ride my BMX a lot, but not so much these days. I like gaming and causing mischief."

MUSIC

"I like the Flaming Lips, the Postal Service, Jackson Analogue, Clor, Queens of the Stone Age, Duran Duran, Robots In Disguise, Death From Above 1979, Tool and too many more to mention!"

CURRENTLY PLAYING

Lego Star Wars 2

WHY WE MADE HIM TOP 8

Ace music taste and he's a Nick Frost fan. We *love* Nick Frost.

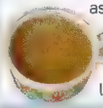
Emily

ABOUT HER

"I'm a lady. I dislike quite a lot of things (see below), but generally I'm a pretty open-minded sort."

WHAT SHE HATES

"I dislike shopping, make-up, *Tomb Raider: The Angel Of Darkness*, tea, coffee, dancing, anyone who asks "Who will win the next-gen war?", Eastenders, and that bastard last level on *Metal Slug 3*."



CURRENTLY PLAYING

Metal Gear Solid 3: Subsistence

WHY WE MADE HER TOP 8

Her nifty *Metal Gear Solid 2* background image and the fact that she made it as far as the last level in *Metal Slug 3*.

Grant

ABOUT HIM

"I am the Dojo master!"

INTERESTS

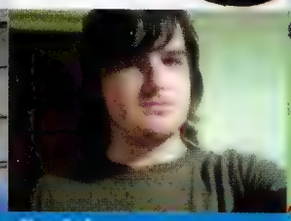
"I like playing both football and tennis. I am obsessed with the following: videogames, Arsenal FC, comedy and the world wide web. Some of my favourite films are Leon, BASEketball and The Green Mile."

CURRENTLY PLAYING

Pro Evolution Soccer 5

WHY HE'S TOP 8

Grant has been a PSM3 reader and contributor since time began, and he was also crowned master of our old Pro Dojo section. Legend.



Daniel

ABOUT HIM

"I'm 22 and I recently moved to High Wycombe. My old town has been consumed by filthy chavs. Oh how I'd like to be in a room full of them with one of my swords! I'm a MASSIVE anime and games fan."

MUSIC AND FILM

"Big Arnie fan. Even bigger Clint fan. Love stuff like Where Eagles Dare and so on."

CURRENTLY PLAYING

Kingdom Hearts 2, FF x-2

WHY WE MADE HIM TOP 8

Schwarzenegger and Eastwood do it for us too and we have instant respect for anyone who owns a sword. In case they slash us up.

Kimmeh

ABOUT HER

"My full name's Kimberley, but I don't use that much. I live in Sheffield. And yeah, it's pretty cool most of the time. Well, except from when it gets boring."

INTERESTS

"I love *Final Fantasy* and *Mario Kart: Double Dash*. I get obsessed with things easily, but get over them when I find something new."

CURRENTLY PLAYING

Final Fantasy x-2

WHY WE MADE HER TOP 8

She's a girl who likes *Final Fantasy*. And we like her profile because it's pink and black, which is very much 'in' at the moment. Ask Andy.

Tabby!

ABOUT HER

"I'm 17, I'm short, not much to look at and I have a chocolate and *Final Fantasy* obsession! But at least I'm happy! Oh, and I'm as mad as a box of frogs with ants in their pants."

WHO SHE'D LIKE TO MEET

"Many people who don't even exist. Solid Snake. And Han Solo."

CURRENTLY PLAYING

Lego Star Wars 2, Final Fantasy 9

WHY WE MADE HER TOP 8

Final Fantasy fans unite! We also like how absolutely scatty she is. And we mean that in the nicest way possible. We want to meet Solid Snake too.

Want to make our Top Eight? Go to www.myspace.com/psm3 and add us as a friend. If we [illegible] you'll make it on here.

You What?

I'm gonna need a hacksaw...
Mike, Myspace
Er... OK. And we need a bodyguard.

RESIDENT EVIL 4!
James, Myspace
Yes, we love it so much we just randomly shout its name at people too.

Your magazine rocks the shit! How's it goin'?
Patrick, email
Dude. When it comes to rocking shit... Um.

Conformity, blend in with the crowd, and don't be too loud, you don't want others to notice you.

Acceptance, dress in your disguise, and your filthy lies, but don't expect me to remember you.

Matt Barker, Myspace
We totally agree. *Kingdom Hearts 2* is rocking hard at the moment. Apart from

the Gummi Ship sections. They're odd.
Barry, Myspace
They are odd, but they're a million times better than they were in the first game.
WOWOLOLLO!O!
Tezzer, email
Wise roxxor words.

Reader Critic

Disagree with our reviews? Then show us how it's done

Cast away Spotting characters from famous Disney films and the *Final Fantasy* games is half the fun.

Kingdom Hearts 2

Sora, Donald and Goofy are back for more Disney-themed RPG action

Reader Profile

Name **Hollie Robson**
Location **Bolton**
Fave games **Every *Final Fantasy*, *Kingdom Hearts*, *SingStar*, *Shenmue***
About me **I'm 20, I love games, I'm a complete geek and I have four piercings.**

As soon as you put *Kingdom Hearts 2* in your PS2 you instantly realise how amazing it is. The soundtrack is as awesome as it was in the first game – the opening tune, 'Sanctuary', is so beautiful it sends shivers down your spine. It's got the same outstanding gameplay the original did, but they've improved it so much. The battle system is much more complex, with great combat options and new reaction commands – you can perform team attacks using other characters, including Disney favourites and legends from the Square-Enix universe.

Looks are everything

The camera angles are a lot better than the previous game, but the graphics have to be seen to be believed. They're so impressive and shame the first game, which is saying something when you consider how good that looked back in 2002. The storyline is still a wonderful mix of *Final Fantasy* and Disney and is so easy to get into. It has a well thought out plot that can be confusing at times, but intentionally so, because it grabs your attention and you become involved and eager to find out what happens with Roxas and his connection with Sora and Kairi. Roxas? He's the character you start out with. I won't say any more as it could spoil the game, but just know that this is an absorbing, brilliant title that needs to be played and it's almost impossible to be disappointed with. Personally, I found it to be better than the original – see if you do too. One of the best RPGs I've ever played. **Hollie Robson**

Reader Verdict

A big improvement on the first game and hard not to love. An instant classic. **94**

Email us Subject 'Critic' to psm3@futurenet.co.uk. Or post a review to the usual address.

Manhunt

The violent epic continues to entertain

***Manhunt* puts you in** the shoes of Cash, a badass guy on death row who is given a second chance at life by a psycho movie director (voiced by Brian Cox from X-Men). To get his life back, Cash must kill in gruesome ways for the director's 'entertainment'. The first half of the game sees you hiding in the shadows armed with nothing but plastic bags, baseball bats and meat cleavers. You wait for unlucky guards to stroll past, then you hide behind them and press ⊗ to execute. But just as this starts to get repetitive, guns are introduced. This takes the stealth element away, but that's not a bad thing. The levels are huge, each taking about an hour to complete, so the lifespan is excellent. This is a great game, if you don't mind the violence. It's not for kids though. **Neil Wicker** **90**

Gun

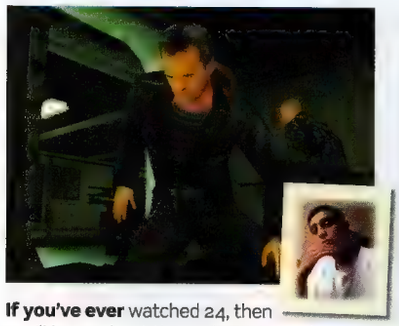
Not everyone enjoyed this Western shooter

At first glance this looks like a game that will relive those good old Western days in style, where you can drink whiskey in bars, kill the guy in a showdown who spilt your drink, then ride off into the sunset on your trusty steed. But when you play it, it's more like being asked for ID then riding off into a thunderstorm on He-Man's Battle Cat... *before* he transforms. Despite the Western theme, underneath this is just another poorly-implemented *GTA* clone. Not only is the gameplay average and dull, but it's made even worse by the fact that every boss seems to be rock hard. They're easier if you complete the sidequests to increase your stats, but they're just tedious, vigilante-rip-off sheriff missions. Worse still, you can finish it really quickly. A huge disappointment. **Kane Bodden** **53**

"I am launching a crusade to ban PS3 from the UK"
Amy Garvey email

24: The Game

Embrace Bauer's power, says Mike



If you've ever watched 24, then you'll know about the excitement and tension that leaves its mark on each and every episode of the show. So, as with everything popular, a game of it had to be made. Surprisingly it's not a bad one. In the game you take on the roles of numerous 24 characters throughout another one of 'those' days. The game itself is basically a third-person shooter with some slightly plain driving sections and a bit of stealth thrown in to the mix. Excellently, the shooting aspect of the game works very well for the most part, with an auto-aim feature for picture-perfect head shots in there, so you'll rarely find yourself shooting the ceiling instead of the bad guy. But otherwise, it's a very decent telly license. **Mike Loukoumis**

88

PSM3 You were so right!

Reader love

"It kept me entertained for ages, just like you said it would"
Alabama, MySpace

Final Fantasy X-2

We said "Smart and good-looking, but not as compelling as Tidus and Yuna's earlier adventure."
PSM44 | Jonnie Bryant | 85%

"It's embarrassing. Yuna has been destroyed and the voice acting sucks"
Emily, MySpace

PSM3 You were so wrong!

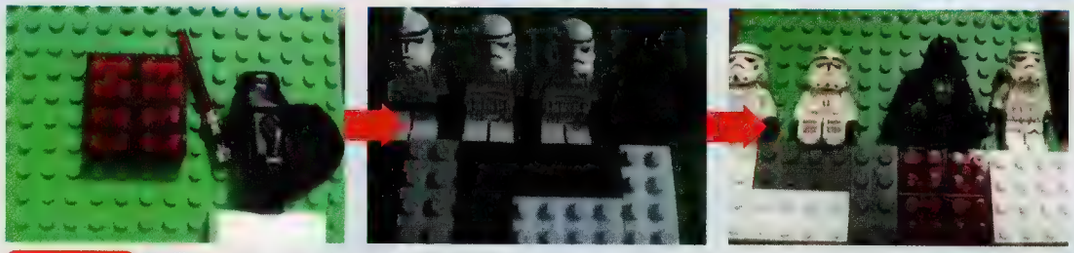
YouTube The Video Zone

Out there gamer vids from the cyberdepths

GTA the movie by SuomiFinlandPerkele

CRIMINALS Where these nutters find the time and will to create these fan videos, we'll never know. This may have been done on a tight budget but it's still better than some *actual films*. Sort of. http://snipurl.com/x7ix

Lego Star Wars Tetris by Metalzord



BRICKING IT It's like a retro nostalgist's mad, wet dream. Lego, Star Wars and *Tetris*... together! Traveller's Tales should team up with Nintendo and make this a bonus game in *Lego Star Wars III*. http://snipurl.com/x7j8

Real-life Resident Evil by MarsellusWallace

LOW-RENT This video by a group of Jap *Resi* fans is surprisingly well-made, although the pixel blood cheapens it somewhat. Still better than the Milla Jovovich films though. And it's got Pikachu in it. http://snipurl.com/x7ja

MGS3: Subsistence bonus movie by singho

FARCICAL Here's one of the insane secret theatre movies from *MGS3: Subsistence*. It involves Snake dancing with the President in the flowery field from the last boss battle. And then... Oh dear. http://snipurl.com/x7jb

@ [illegible] Created your own brilliant fan vid? Or just found a gem you want to share? Email [illegible] and tell us all about it.

ON THE DISC
Hear our gushing review of *Pro Evo 6*

Reader Challenge

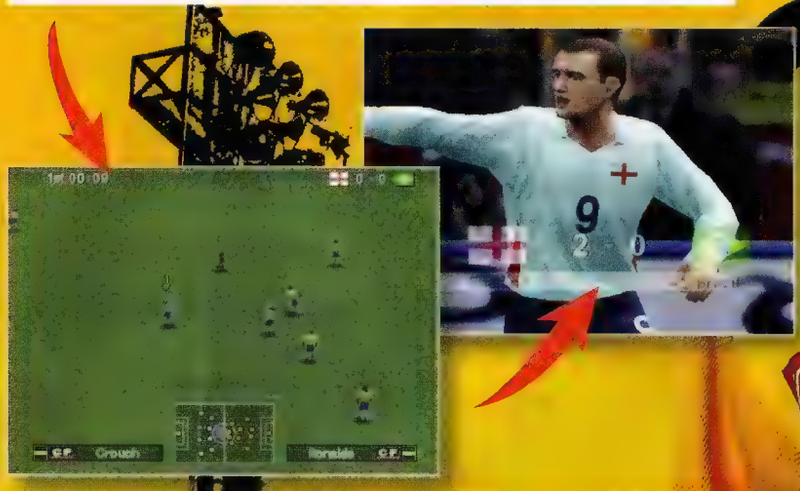
Pit your skills versus our fiendish test

DO THIS!

Stuff the Brazilians with Eng-er-land in Pro Evolution Soccer 6

Yes, it's time to live out your fantasies. Your footballing fantasies, that is, not *those* ones. Select 'Top Player' difficulty – and video this bit so we know you're not cheating – set player condition to 'Green' and take on Brazil with England in a ten-minute match. Whoever wins by the greatest margin gets the loot. Tie-break? Scorer of the fastest goal wins it. Go!

Game Pro Evo 6 Challenge Beat the Brazilians with England by the fattest margin you can Deadline A strict November 6



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Courtesy of our good friends at Game.com, the top 10 games can be yours!

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HOW TO TAPE

1 Start Here
Plug your PS2 into the back of your video/DVD recorder. Choose the AV input channel on your video and you should see your PS2 on your TV.

2 Do your best
Now just record away. Any tape or DVD on any format welcome.

3 Send it in
Write us a short letter explaining what's on your tape or disc. Don't forget to give us your name and address. And PLEASE include a pic of yourself – or email it to us at www.psm3@futurenet.co.uk subject line 'PIC OF ME'.

LAST MONTH'S WINNER!

Well done to **Ben Lucas**, who did the first mission in Reservoir Dogs in a super-fast three minutes and four seconds. Prizes on the way, Lucas-o.

"The PS3 delay just means you can enjoy PS2 for longer"

Keiran MacDonald email

Beat The Team

Think you're good at *PES5*? Take on PSM3 and find out...

"Salutations and farewell, impudent swathes, since this is the last time we'll be playing *PES5* online. Gripe not, since next month we'll be setting sail for the fabled lag-free waters of *PES6*, where we hope to be dishing out severe remonstrations. Fancy it? Meet us online on November 3 at 4pm. Or check www.psm3mag.com for further fixtures.

1 PSM3 (3) vs Gwada 971 (2)
"Your numerical suffix proclaims 971, but the record books shall read 3-2 for all time, thy foul purveyor of exaggeration. After falling behind in the lag-whipped first half, PSM3 squeak an equaliser, before roaring ahead 3-2 in the second with some rich worm-burning far post crosses."

2 PSM3 (3) vs LGN (0)
"LGN's sheer effrontery costs him dear, as a period of caressing it around his back four ends in us caressing one at the speed of a cannonball into his potato sack. A neat Joe Cole finish, a Drogba slot and, oh, some other man doing something on a corner sealed the deal."

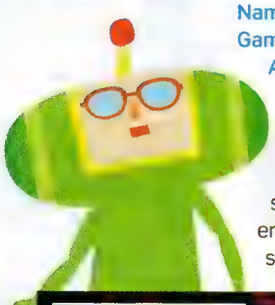
3 PSM3 (2) vs Davidjc1 (0)
"Bravely opting to represent the tiny Catalan nation, PSM3 takes Davidjc1 to goal town for a simple 2-0 win, gilding the proverbial lilly with some Zidane spins and no small manner of panache. Guily... Eto... DING DONG FIRST TIME DO! Cracker. Unless you lot pick up, we'll rule *PES6* too."

Final score PSM3 United: 3 - You Lot: 0

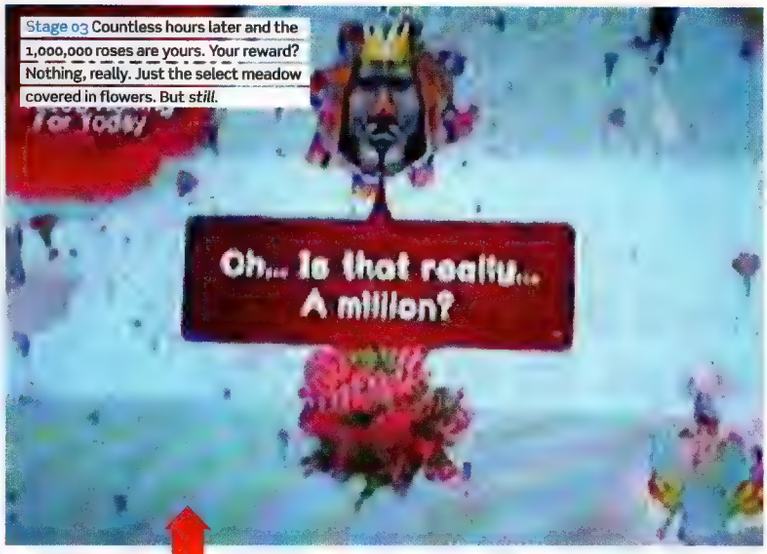
"Three depressingly easy wins. When *PES6* comes out - lag-free - it's going to get even worse. For you, that is."

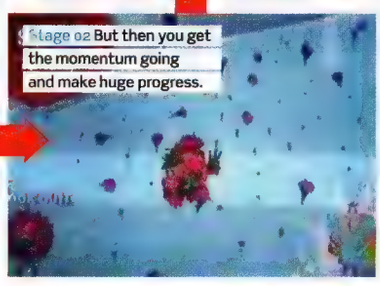
Look! I Can Do This!

Send us your amazing gaming feats and we'll send you some games



Name Arimasen
Game *We Love Katamari*
Achievement Collect every cousin in the game and you unlock a bonus stage where you have to roll them all up. Finish that and the King asks you to roll up 1,000,000 roses in a special level. This takes literally an entire day of uninterrupted play, but in spite of this seemingly-impossible task, Arimasen here has done it.


Stage 03 Countless hours later and the 1,000,000 roses are yours. Your reward? Nothing, really. Just the select meadow covered in flowers. But still.
Oh... Is that really... A million?



PSM3 Verdict

There's a fine line between skill and tenacity, but this bloke's dedication to rolling up 1,000,000 roses makes him and his video both winners. Can you top this lunacy? Impress us and we'll send you a game.

97

Post Mark your tapes 'I Can Do This' and send it to us at the usual address.

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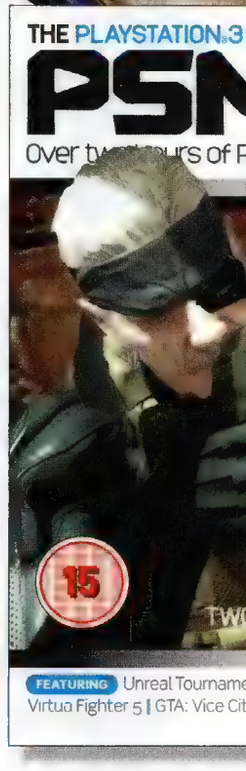

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PS3 GOES BIG IN JAPAN

PS3 finally makes it public debut – and we were right at the front

Daniel Dawkins

Day one of the Tokyo Games Show. It's a 'trade only' event, but even low profile PS3 games like *Formula One* are attracting half hour queues. More popular games like *Devil May Cry 4* require an hour of frantic jostling for the privilege of a ten minute play. Day three of the Tokyo Game Show and the floor is open to the public and 72, 197 people are jostling to play PS3. The Square Enix theatre is gridlocked as thousands of gamers clash in snaking lines occupying almost a tenth of the show floor. Everyone is here to play PS3, and while Microsoft can justifiably claim to be leading the next-generation console race, somebody has forgotten to tell Japan.

Sony didn't so much steal TGS, as own it – though their success owed much to the (lack of) competition. Microsoft had a big stand with good games, but their booth was relegated to the second hall alongside publishers like SNK, Eleven Up and NeoWiz Japan. Nintendo didn't attend, with only four third-party Wii games at the entire show, while western publishers like EA, Ubisoft and Activision stayed safe at home.

Sony quietly delivered on their promises with 17 playable PS3 games, a small, high quality series of Japan-focused game announcements, including *Ninja Gaiden Sigma, White Knight Story* (from acclaimed RPG developers Level 5), *Unknown Realms* and *flOw*, plus the debut of the PS3's GPS camera, a demo of the PS3 menu system, and Ken Kutaragi rambling about Sony's ambitious online dreams. PSM3's guide to the most important Tokyo Games Show in recent history, including hands-on impressions of PS3, begins over the page...

ON THE DISC
See trailers of the latest, hottest PS3 games

TGS TRIVIA BLAST #1
Konami's HQ hides in this shimmering tower in the affluent Roppongi Hills area, flanked by Louise Bourgeois's world famous Spider sculpture (once shown in the Tate Modern). Kojima, Seabass and the other top developers all live on the 14th floor, probably flanked by mermaids, robots and fine cheese.

No Ken do it may be the interpreter's fault, but Ken's rambling keynote speech left the crowd bemused.

Slides away Ken made little use of the giant HD projector screen, adding to the confusion of his speech.

Blog Day Afternoon Dep Ed Dan D broadcasted the keynote live on www psm3mag.com – at 4am UK time. Ah.

Sony's online plans confuse world... again

'Father of Playstation' Ken Kutaragi delivers Sony's keynote speech to outline their online dream – and leaves the world bemused once more

This was supposed to be the moment when Sony laid bare their online plans but we had to settle for a rambling speech from the 56-year-old 'Inventor of Playstation' Ken Kutaragi that focused on 'computers' and 'Web 2.0', with barely any reference to PS3 – culminating in a three-minute trailer of Sony's confusing safari game *Afrika*. You can read a transcript from the event at www.psm3mag.com – but Ken's argument can be summarized thus: The internet is very exciting, but doesn't work properly yet, and won't until *everyone* in the world, from developers to consumers to multinational corporations, work in perfect harmony. Like that's going to happen any day soon...

The keynote began with some exciting footage of *Ridge 7*, *VF5*, *Mobile Suit Gundam: Target In Sight* and *FFXIII*, but became a rambling lecture about the history of PlayStation and how PCs and the current internet model are too confusing. Ken explained how the internet's fastest connection speeds are slower than the Bus speed of the original PlayStation, rambled on about *GT HD*, then outlined somewhat ambitious plans for a Global Mapping System (GMS), where everyone in the world takes a picture of their house, uploads it onto the network and 'virtually' rebuilds the world - without making it clear whether this will *actually happen* on PS3.

Time lurched on, and after referencing sites like Flickr, YouTube and MySpace, Ken made an actual announcement – we think – saying you'll be able to play classic PSone and PS2 games over the PS3 network, with the possibility of old Sega Megadrive and PC Engine games to follow. He finished by waffling on about 'innovation' and how we can't rely on franchises, but the feedback of gamers. The speech closed with the *Afrika* trailer, as lumbering beasts meandered across plains with no real intent, and the poetic symmetry was almost enough for us to leave with a smile on our face.

PSM3 Reckons

'Chaos', 'train-wreck', and 'confusing' were just a few words from the crowd, but the real enemy was the Japanese-English translation. The interpreter failed to grasp basic technical terms, making his speech even less coherent. This was Sony's chance to display PS3's online capabilities – from content download, to chat, etc – but we left more confused than ever. Ken's vision where consumers and business collude to create unique, evolving, games, was engaging, but technologically years away. And given capitalism's natural distrust of collusion, perhaps even further.

Phil Harrison Q&A

Sony software boss confirms *real* reason for UK delay, lays down the law on Sony's network plans (and pricing) and – we suspect – contemplates laying one on our nose

Why was PS3 delayed? Go on, be honest...
"What we said is the reality. We had a delay in a critical component relating to the diode in the Blu-ray and couldn't predict the quantities that were coming out. We did the analysis and had to make the decision to delay Europe. It made more business sense to delay there. There is only one language in Japan and it's much quicker to distribute. America is effectively one market, with three languages, but homogenous from Canada to Mexico, and shipping from China to America is quite easy. Europe has more countries and much more complex distribution, so the time to market would have been too great for an effective launch. I'm really sorry that we had to delay the launch... I hope this will turn into a positive. A March release will mean we'll have more content for the UK and we'll have more units for launch."

Can you clarify Ken's keynote speech? We were a bit confused.
"The videogames business up until now has been about shipping the entire game experience on a disc or cartridge, shipping it to the user, and that's the end of the relationship. You don't have any direct understanding of what that user is doing with the game, how they're responding to that game or whether they like it or not. What PS3 and the networked world bring is that the disc is the start of a relationship with that user – and that brings with it some incredible opportunities and possibilities for blending gameplay and community into one seamless experience. As a game designer I can see – on say, a Tuesday – reaction to a game I released on a Monday. Then on the Wednesday, I can feed that info back into game design to improve it. The user will become an active contributor to the creative process – that's what Ken was talking about, where the player becomes just as important as the designer."

What PS3 games deliver this idea?
"Look at *SingStar*, where your performances and pictures can be uploaded and shared with other users. We're also designing games right now where user-created content is a fundamental feature – the design is based around that concept.

"Sorry for the delay – I hope it will turn into a positive"

How will Sony's online service close the gap on Xbox Live?
"Well, I wouldn't class it as a gap in the way you've described – you only have to look at what we've done with *Resistance*, with 40 players online from all over the world. It's working, it's stable and it's from experiences we've built up over hundreds of millions of hours of online sessions in games like *SOCOM* and *Ratchet And Clank*. I'm confident that this functionality, along with what we've proved PS3 can do, will provide compelling experiences."

What online services will you provide that your rivals don't?
"The key point of difference is our fully functional browser that's integrated into the console free of charge, which allows access to the internet and the PlayStation store where you'll be able to browse purchase and download all kinds of content – free, premium content, games, music, movies, demos, pay-to-own or subscription-based content. We also have a wallet system, which is based around real money, not just an abstract currency..."

So PS3's online services will be free out of the box?
<Looks a bit angry> "Yes, as we've said before, it's free. Video chat, voice chat, text chat, web browsing, presents, friends lists – all that will be free. There will be premium services that you can buy and subscribe to, some which will give access to streams of content, but for the time being, our strategy is to deliver multi-player gaming free. However, it's fair to say we'll also see games like MMO's (Massively Multi-player Online games, eg. *World Of Warcraft* on PC) that will require fees."

How will the Japanese PS3 price drop affect the UK price?
"All we've done is bring the Japanese price in line with the US and European pricing – the original price wasn't exactly a 'magic number' for the Japanese. We feel the prices across all three regions are now comparable."

What game best shows off PS3?
"I think different games do different things. *Resistance*, which offers such a rich online experience in such a detailed game, is a phenomenal achievement. The level of physics and AI integration in *Motorstorm* is great. *GT HD*, *NBA* and *Ridge*, *Virtua Tennis* and *Gundam*, all running in 1080p is fantastic – people said it couldn't be done. Collectively, there's a catalogue of games that show the promise of PS3 much better than at E3 – there are games that are hugely fun and justify the purchase of the console."

Phil then asks what we think of the line up of games. We reply that while there are a lot of good games, nothing has "knocked us dead". After a pause, where Phil might be contemplating punching us in the face – a colleague tells us that it was like telling a father his children are ugly – he smiles, and assures us PS3 games will be 'knocking us dead' sooner than we think.

The PSM3 TGS Awards

Hundreds of trailers and 17 PS3 playtests later, here's the show's highs and lows...

Games of the show

1 Ridge Racer 7

Forget the dreary cardboard cities of the Xbox 360 game, this is hyper-real, proto-reality arcade gaming at its finest, with shimmering clifftop buddhas, roaring waterfalls, blinding sunbeams and dreamy taillights in rock solid, high speed 1080p. The game's as daft – and fun – as ever, with epic powerslides, monster jumps and boosts. This is the game you'll buy to justify your PS3 – it's that pretty.

TGS TRIVIA BLAST #3

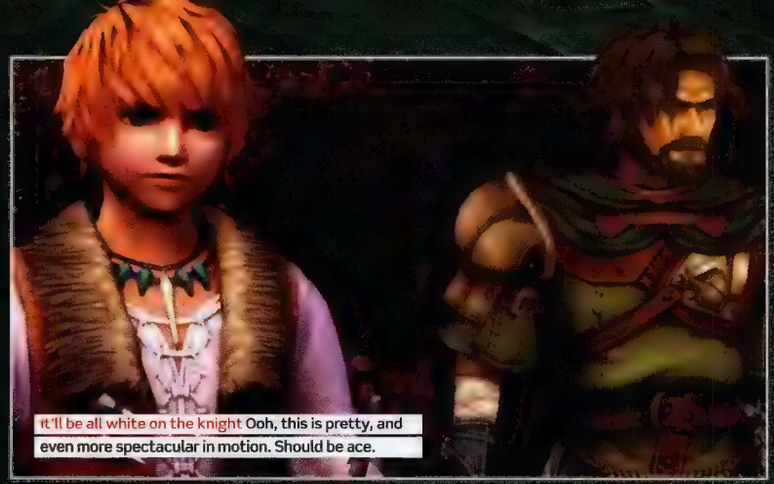
After months of confusion, we can confirm that Sony's *Afrika* is a photography game and not, sensibly, a hunting simulation. We're not sure if photos will be graded, depending on quality of shot, rarity of animal and situation or simply traded online because, well, they look nice.

Gold metal *Metal Gear 4* looks more exciting every time we see it. We. Want. It. Right. Now.

2 Metal Gear Solid 4

Still only a teaser movie, but the footage is definitely in-game and twinkling with promise. What new locations lie in store? Do you *really* play as Young Snake? Where's Big Boss? Despite the delay to late 2007, it's one PS3 exclusive worth waiting for.

If you're yet to see the TGS trailer, we've got every hi-res new screen, and the latest plot details on page 32. Or watch the trailers on the disc.



It'll be all white on the knight Ooh, this is pretty, and even more spectacular in motion. Should be ace.

3 White Knight's Story

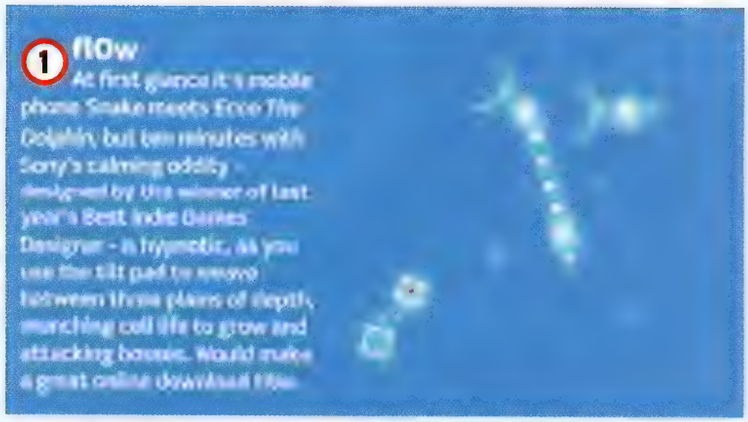
Once again, only a teaser movie, but when the young knight raises his sword Power Ranger-style to become a giant warrior before charging headlong into the hulking shadow beast, you can feel your pulse quicken. Given Level 5's pedigree (*Rogue Galaxy*, *Dragon Quest*) this *has* to be superb.

Runners Up: *Motorstorm*, *Devil May Cry 4*, *flOw*, *VF5*

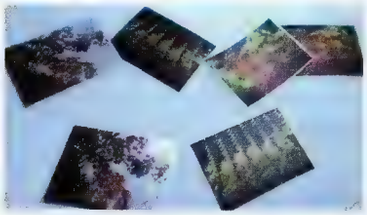
Ridge Racer 7

"As daft and fun as ever, with epic powerslides, jumps and boosts"

Best innovation



1 flOw
At first glance it's mobile phone Snake meets Ecco The Dolphin, but ten minutes with Sony's calming oddity – designed by the winner of last year's Best Indie Games Designer – is hypnotic, as you use the tilt pad to swoop between three plains of depth, munching cell life to grow and attacking bosses. Would make a great online download title.



2 PS3's Photo Browser
Clearly inspired by Apple Mac's themed iPhoto showreels, PS3 processes your photos in real-time to create various effects – like converting your snaps into polaroids and 'dropping' them onto a virtual surface. Photo libraries can be set to music and, we presume, shared online – like website Flickr.

3 GT HD's online community
We think a lot of this is bum, purely there to get people used to spending money online, but you can't deny the ambition of an online community with voice chat, forums, an online garage, photo album and track and car downloads. You have to download the 'car damage' module, too. Boo.

Runners Up: PSP to PS3 browser screen link-up (view and operate your PS3 remotely with your PSP)

Most disappointing game of the show

1 Coded Arms Assault
This moved like a slug, with choppy frame rate and functional controls. It currently looks like 'My First FPS', not 'Next Gen' - and it's so far removed from the E3 *Killzone* trailer to provoke intense sadness.

2 Sonic The Hedgehog
It looks vibrant but is a complete pig to control. You're in full flight, then floundering as you curse the diabolical auto-seeking jump. The jury isn't so much out, as drawing crosshairs on Sonic's glistening brow.

3 Mobile Suit Gundam
And it looked pump at E3 too. Lumbering about pin-sharp deserts desperately looking for someone to shoot while wrestling with multiple pad buttons just to move your left leg doesn't really appeal.

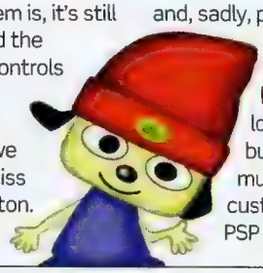
Runners Up: Resistance: Fall of Man, Formula One.

Best PSP game

1 Metal Gear Solid: Portable Ops
Nearly as good looking as the PS2 game and almost perfectly mimics the frantic yet tactical *MGS3: Subsistence* online experience via 1-4 player Wi-Fi. The D-pad works fine as a free-roaming camera, while 'real time' team recruitment is a novel idea, certainly.

2 PES6
Master League, Wide camera view, snappy passing... all the faults of *Pro Evo 5* on PSP have been fixed. Only problem is, it's still on PSP, and the cramped controls hamper extended play. And we really do miss the R2 button. Loads.

3 Parappa The Rapper
It's a perfect conversion of the aging PSone rhythm actioner, with a new multi-player mode and, sadly, precious little else. Our nostalgia head still loves it, mind, but not as much as the custom Parappa PSP facia kits.



Runners Up: *Jeanne D'Arc* (beautiful RPG from masters Level 5), *Crisis Core: Final Fantasy VII*

Best PS2 game

1 Everybody's Tennis
Mario Tennis meets the tight dynamics of *Virtua Tennis* in Sony's lovable four-player court battle from the makers of *Everybody's Golf*. Full review next issue.

2 Yakuza 2
The first one's barely out in the UK and Sega's sequel is hitting Japan. Improved loading times and a new story might not make up for near-identical visuals.

3 God Hand
See the review on page 86. Ace developer Shinji Mikami doing what he does best – making hitting people look and feel cool. Which is exactly what it is, of course. (Not really.)

Runners Up: *Seiken Densetsu 4, Tales of Destiny*

Token comedy Japlish translation

1 Bastard Online!!!
Actually, it's not even a duff translation, just really, babyishly funny.

2 Lager Interactive Incorporated
What is it, some kind of trade union?

3 Spunky Café and Bar
To be quite honest, this stuff really does just write itself.

PS3 at TGS: The PSM3 Verdict

After the E3 shame and UK delay, did Sony deliver in Japan?

We arrived at TGS confident and left cautiously satisfied. While Sony failed to deliver the number of exclusives and surprises we secretly hoped, the announcements were high quality, with highlights like *Ninja Gaiden Sigma* (looking leagues ahead of the Xbox version) and *White Knight Story* (Level 5's atmospheric real-time RPG). The sheer volume of playable PS3 games was impressive and it was a huge relief to see hundreds of fully working PS3 test units. It was also a pleasant surprise to see so many games running in 1080p (dismissed by Microsoft as a pipe dream), even if the results aren't as dramatic as you'd expect - 1080p games aren't much sharper or noticeably hi-res than standard 720 HD images, but they are much more stable, making 3D objects look rock-solid with no ugly frame rate issues, especially noticeable on larger 40"+ TVs. Look at *Ridge Racer 7* - the cars are sharp and 'solid' enough to pluck out of the screen.

On and online

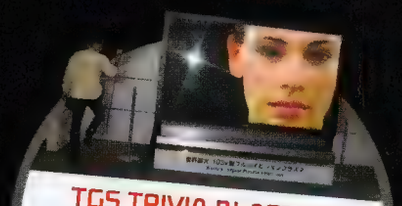
The keynote speech was a bumbling disaster, only partially redeemed by a price drop in Japan (don't hold your breath for similar in the UK) and the surprise (verbal) promise that even the 20Gb PS3 would feature an HDMI output. One thing is clear - Sony *aren't* clear how PS3's online network will evolve, but will be keeping it sufficiently open source to encourage innovation and plenty of user participation. Ken's Global Mapping System sounds like an admirable flight of fancy, but you have to respect Sony for at least daring to dream how the industry might evolve. As games get bigger, more realistic and more complex, an online database of every real world object makes perfect sense - for example, why should another developer have to realistically photo-map London when *The Getaway*'s team have done it already? Still, the possibility of businesses and developers collaborating so freely seems a little far-fetched. Ken was openly pleading to the business leaders on the show floor for help, inviting car manufacturers and cartographical mapping societies alike to share their knowledge.

The show was impeccably organized, even if there's only so much order you can impose on a throng of 70,000+ gamers. The major disappointment is the lack of a true 'killer' game (only *MGS4* comes close, but it's still at the video trailer stage), with Sony's line-up only teasing at the limits of PS3's power. Every first-party game seems to have been designed with a key attribute of the PS3 in mind, as opposed to being produced purely on their own merits eg. *Resistance*'s unique selling point is its 40-player online mode, *GT HD* has its 1080p support and premium content download services (there to test the online payment system as people stump up for tracks and cars), *Lair* has full tilt-pad control and is 1080p, while *Motorstorm* is 'next-gen' physics and AI and realistic, persistent, scenery deformation. In due time, a single 'killer app' will demonstrate all these features in one coherent package, but as it stands the PS3 launch line up is a bullet point of PS3's features.

> **"You can see the difference between PS3 and 360 games"**

Spot the difference

Encouragingly, you can see the difference between PS3 games and 360. There's nothing on Microsoft's machine to rival the anarchic feel of *MotorStorm* or the clarity of *Ridge 7*. Or *Lair*. Or *VF5*. As time wears on, the difference between 360 and PS3 will become more pronounced than the gap between Xbox and PS2. One final thing - if you haven't bought an HDTV, it might be worth waiting to see how expensive 1080p sets are in March. The difference between 720p and 1080p isn't that pronounced as yet, but as time passes, it may become a discernible factor in game visuals - and it's wise to future-proof. Still, even in 720, PS3 games look stunning. Only a further, extended play with PS3 will give us further info. And next month we'll be doing just that. PSM3



TGS TRIVIA BLAST #4

In Roppongi, we saw the World's biggest 1080p HDTV plasma screen, measuring 103". The latest addition to the Panasonic Viera range (TH-103PZ600) is tall as a man and wouldn't fit through the door of our house. And at £25,000, that's a hefty price for being able to see the players a bit better in *PES6*.

TGS TRIVIA BLAST #5

Finally, yes, we did drink a lot of Pocari Sweat. It's like a lemon re-hydration drink, and the day after a painful night out in Roppongi clinking Asahi's with upbeat Japanese salarymen, it made us feel (to be exact) 15-20% better - like when RPG characters have a cheeky swig of potion and magically recover health.

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PSP PlayStation Portable

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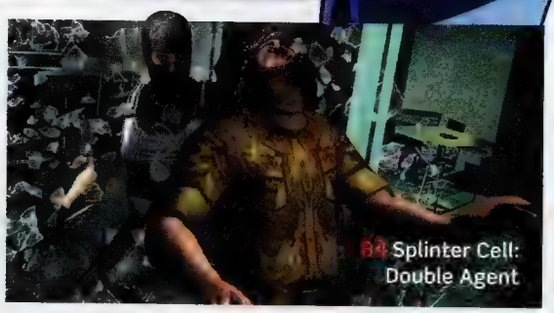
PSM3 Reviews

Instant PlayStation justice



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"As you taunt, you earn balls"

Scarface page 80

PSM3 review scoring system

0-29
Rubbish
An absolute stinker and an insult to gaming. The makers should be ashamed.

30-49
Poor
Why did they do that? Some simple playtesting could have worked wonders.

50-69
All right
Hey it works, and we can see what they were trying to do. And that's about it.

70-84
Good
Worth playing, especially if you're a fan of the genre. It just lacks that touch of greatness.

85-89
Superb
This is the sweet spot. If a game scores in this zone it's definitely worth your money.

90+
Amazing
You must get this. Failure to do so would mean missing out on a real console classic.

PSM3 BUY IT

The Award
If you see this, then you should buy that game.

The Team

Meet our regular reviews squad

Daniel Griffiths
Specialist in Driving, action/adventures and blogging.
Playing *Need For Speed: Carbon*
"It's [dons beret] car-bon."

Daniel Dawkins
Specialist in Extreme sports and Tokyo cosplay ladies
Playing *FM Handheld:* "Whoops, I'm addicted all over again."

Nathan Irvine
Specialist in Sports games and Dublin's finest hostelries.
Playing *Canis Canem Edit:* "He reminds me of myself as a lad."

Andy Kelly
Specialist in Role-players, retro and applying for passports
Playing *Scarface:* "My fave song is Miami by Will Smith. Oh, yes."

David Cook
Specialist in Shooters, platformers and Belgium, again.
Playing *Spy Hunter:* "Why do I only get to play the crap games?"

Dave Meikleham
Specialist in Shooters, action and being victim of pranks.
Playing *PES6:* "Aaargh! [Lunges at button, red card] Noooooooo!"

Disagree with our reviews? Email your outraged rant to **psm3@futurenet.co.uk**

Pub Rockstar | **Dev** Rockstar Leeds
Price £30 | **Release** November 13
Multi-player 1-6 Wi-Fi

ON THE DISC
See Vice City Stories in action right now

Grand Theft Auto: Vice City Stories

Back to the glorious '80s for more sun, sand and shotgun blasts

KNOW IT NOW

Better than *Liberty City Stories*? ☑
Performing missions for a new romantic? ☑
Saving a secret pop legend's life? ☑
Better than the original *Vice City*? ☒

Rockstar North's gloriously decadent caricature of '80s America is held by many to be their finest moment. They defined an entire genre with *Grand Theft Auto 3* and pushed technical boundaries in *San Andreas*, but there was something about *Vice City* that makes it our favourite of the series. But four years later, is the magic still there?

Set in 1984, two years before the events of the PS2 game, you play as Vic Vance, an ex-soldier reluctantly forced into a life of crime. He's the older brother of Lance Vance, the preposterously-named drug dealer who helps and ultimately betrays Tommy Vercetti in *Vice City*, and if you paid particular attention to that game's intro you'll know that he was shot dead in a botched drug deal.

Death becomes you

But other than the slightly depressing realisation that you're controlling a character doomed to die, Vic is one of the *GTA* saga's best anti-heroes. He's a criminal, sure, but he's also likeable, charismatic and genuinely upset about what he's getting himself into. So when he's not reversing over peoples' heads and stealing their money, he's feeling bad about it, and we like that kind of dichotomy in a lead character.

It's a shame then that his introduction is so forgettable. The first few missions are nothing but glorified fetch-and-carry tasks and Vic's transition from honourable soldier to drug-trafficking hoodlum feels rushed and heavy-handed. The game's biggest flaw is that it takes a while to hit its stride and you'll curse the banal opening hours.

But it's when Vic's brother Lance is introduced that things start to pick up.

GTA: Vice City Stories

"Vic is one of the *Grand Theft Auto* saga's best anti-heroes"

Caddy whack In the last game these clubs were merely instruments of assault, but now you can actually *play* golf.

hundred times over. Luckily, the cut-scenes and in-game chatter make them entertaining and you won't mind too much. It's also unremittingly difficult and having to sit through a series of frustrating loading pauses every single time you fail and are forced to restart is an age-old *GTA* problem that has yet to be remedied.

Gyro-technics

But enough ball-busting because Rockstar Leeds have tried their damnedest to make this as different from *Liberty City Stories* as possible. For one, you can now fly around the city in a number of aircraft including your own private gyrocopter. Surprisingly, the processor-sapping draw distance doesn't affect the frame rate at all and it looks just as good as it did on PS2 with only some minor pop-up spoiling the view.

Working for the man You can hire gunmen to help. The bigger your empire, the more you control.

Moments after meeting him at the airport you find yourself being chased by trucks full of trigger happy Cholo gang members, and this kind of predicament quickly becomes a theme – Lance regularly bumbles into trouble leaving Vic to pluck him from danger. The two are hilarious together and the game feels like a corny '80s buddy movie at times.

Mostly though, the missions are typical *GTA* fare. Ferrying items between different parts of the city, checkpoint races, car chases – it all feels far too familiar at times, like we've already done these tasks a

PSP Vs PS2

You're looking swell

Returning characters and how they've 'grown'

PSP | PS2

Lance Vance In *VCS* he's a bumbling geek but in *VC* he's cooler than an ice bucket.

Umberto Robina The Cuban gang lord looks like he's put on a few extra pounds in *VC*.

Ricardo Diaz Still fat and sweary, but slightly thinner in *VCS* we think.

Phil Cassidy Phil sports some fetching facial hair in 1984, which is gone by *VC* in 1986.

You're also able to build an empire by taking over and running businesses. To do so, Vic has to complete missions and spend money to keep them profitable. You can attack enemy-controlled brothels and warehouses by destroying any cars outside to incite a riot in order to bring them under your control. It doesn't work quite as well as it does in *Scarface* but it's a welcome aside and gives you something to do if one of the main story missions is hassling you.

You also have to deal with a customary cast of oddballs and lunatics, and these are some of the *GTA* series' strangest yet. Among its cast is a transgendered new romantic porn director and [*snip!* Name of '80s pop-rock legend deleted due to huge Rockstar secrecy mandate] not to mention returning characters including drug-peddling maniac Ricardo Diaz, once again voiced by indie movie legend Luis Guzman (of Boogie Nights, among others).

Just the two of us

If you have someone to play multiplayer with, you can engage in frantic jet-ski races with them and have dual fun with air vehicles.

Wear and tear There are loads of clothes to unlock, everything from beach wear to a scary *Manhunt*-style costume.

But Vice City was a character in itself, so how has it changed since we were last there? Well, not much to be honest. The main structures are still in place. A good example is Sunshine Autos – in *VC* it's glass-walled and ultra-modern, but in *VCS* it's a shady little lot with an 'under renovation' sign perched beside it.

There's also a new restaurant boat docked near the bridge to Starfish Island, a trailer park which plays host to several missions and a fun fair on the Eastern Island with the pleasantly-named 'Chunder Wheel' dominating the skyline.

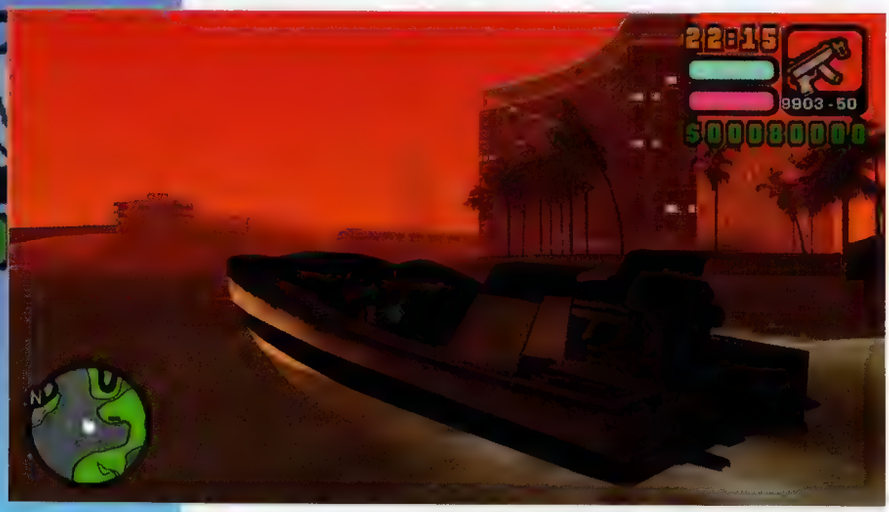
You can swim now too, but the problem is there don't seem to be many places to get back ashore. This means that if you topple off a bridge you can't just swim to safety – you have to go on a lengthy trip around the island looking for a shallow enough beach, by which time you've usually died because Vic can't stay in the water for too long before his lungs burst. Our advice is to avoid water at all costs unless a beach is nearby, OK? The new jet-skis are an absurd amount of fun, though, and thrashing along the water at breakneck speeds feels great. Vice City simply wouldn't be Vice City without being able to take to its sparkling waters.

Song stars

Fortunately, the radio stations haven't changed – they're just as fantastic as ever. There's Wave 103 and Flash FM for new wave pop fans – songs now include Japan's 'Quiet Life' and 'Love Action' by the Human League – then there's Emotion 98.3 for folk who like to cruise the rainy streets at night looking pensive. Emotion plays host to the, erm, heartbreaking. 'I Want To Know What Love Is' by Foreigner. Rock fans are catered for by Vrock, talk

GTA: Vice City Stories

"It feels a bit familiar, but it's still one of the best games on PSP"



Light up The lighting effects and subtle, shifting hues of the city are as elegant as ever.

Sky high Being able to fly is an absolute treat and the old PSP handles it surprisingly well.

Vice squad Get too many wanted stars and a pair of 'super cops' will come after you in a sports car.

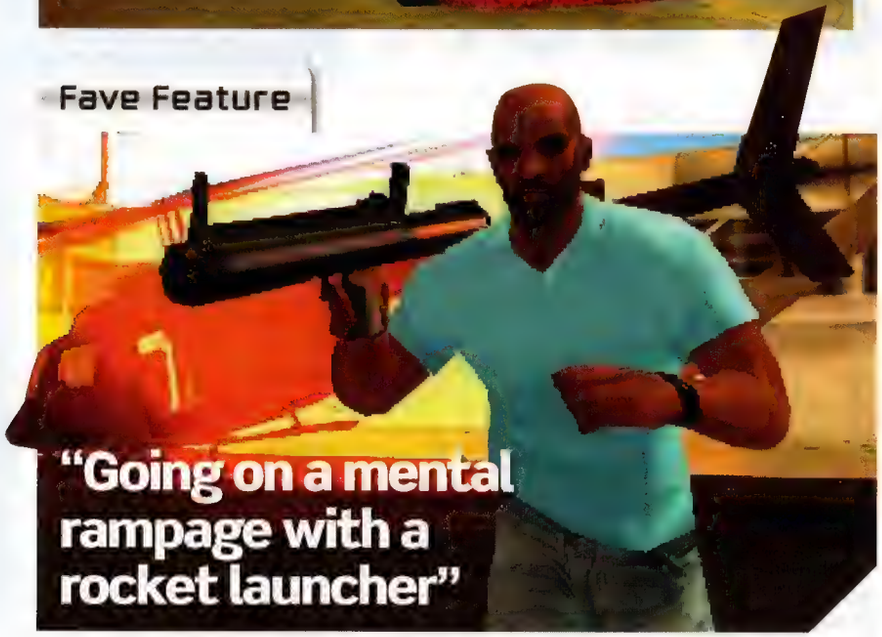
City slickers

Your first few businesses don't bring in much money, but that all changes once you begin to take over the city. You'll be quids in.

fans by current affairs station VCPR. It's worth listening out for the spoof '50s serial drama about a time-travelling super hero who creates 'time bubbles' by, er, masturbating. It's one of the best *GTA* soundtracks yet and, as always, the songs boost the game's superlative atmosphere.

But the fact that remains that while *Vice City Stories* is just as important a chapter in the *Grand Theft Auto* saga as any, it's another re-tread of the ageing *GTA3* game engine. The missions feel familiar and so do the driving and the save system – they're remnants of a six-year-old game, after all. Upstart *Scarface* feels fresher, but the miracle of playing such a big game on PSP makes *VCS* something special. If you're wanting more of what you already love then this is PSP's best yet. **Andy Kelly**

Fave Feature



"Going on a mental rampage with a rocket launcher"

PSM3 Verdict

***GTA: Vice City Stories* contains...**

Bombing around in jet-skis | The most bizarre (secret) celebrity cameo ever | Brilliant music

Overall One of the best games on PSP. The game engine may be showing its age but this is top-drawer entertainment.

91

PS2

Pub EA | **Dev** EA
Price £40 | **Release** November 3
Multi-player 1-2

ON THE DISC

Rock and roll Carbon Canyon can easily catch you out if you get too cocky, so watch out.

Need for Speed: Carbon

Or as we call it, *Need For Speed: Underground 2.5*

KNOW IT NOW

Near-infinite customisation? ☑
Police on your tail constantly? ☑
Canyons to chuck your car off? ☑
A huge leap forward for the series? ☒

Here's something we didn't expect – this new *NFS* is virtually identical to *Need For Speed Underground 2*. Night races? Check. Free-roaming city? Check. SMS messages, short-cuts, tune-up garages? Check, check and check. They're all here. *Carbon* may use the best ideas from *Most Wanted* and *NFSU2* but, as any modder will tell you, simply adding a few parts from a Ferrari 355 to the chassis of an F50 isn't going to turn it into a Mitsubishi Lancer. To the casual observer, there's little difference – it could be the same game.

But is that such a bad thing? In terms of atmosphere, *NFSU2* had it nailed – now it's got gameplay to match. No longer will you be cruising for miles without braking – the courses are tighter and more exciting than before. You'll still get some serious speed up, but you'll enjoy some tricky corners too. And integrated into *Carbon* from *Most Wanted* is the long arm of the law, so now you'll have to avoid the heat too. It was the best aspect of that game and it adds greatly to the playability of this one. Frequently racing in one area will alert the cops to your presence and they'll get to know your ride, so hopping and swapping is in order if you want to keep the heat off you. It works well, but can be frustrating when you just want to clear an area.

However, the new canyon setting is the feature EA are pushing most. And although it's perfect for two-player battles, beating a boss over two laps of the track isn't that thrilling, no matter how likely it is that you'll topple over the edge and hurtle down the mountainside. Why not just have a showdown duel against a computer car with more aggressive AI, in a match to see who can shove each other over the cliff first? It seems like an idea used because it's 'new', not because it's 'appropriate'.

What's new?

But, of course, there are also some genuinely new elements to keep things fresh – they're just not immediately obvious. First, now you have to recruit your own racing crew. Each racer has their own abilities – some will automatically boost

Need for Speed: Carbon

"To the casual observer, this could be *Underground 2* – there's little difference"

History

With so many *Need For Speed* games, it can be hard to choose between them. Here's our painstakingly researched street cred chart telling you whether each is 'dope' or 'wack'.

Need For Speed: Hot Pursuit | PSM28 | **88%**

Need For Speed: Underground | PSM43 | **86%**

Need For Speed: Underground 2 | 55 | **87%**

Need For Speed: Most Wanted | 69 | **88%**

Need For Speed: Carbon | PSM81 | **83%**

Gameplay

Need for Speed's new bits

Is this a 'carbon' copy (arf) of old *NFS* games? Nope. Check out this new stuff

Give him the slip Slipstreaming is one of the best and worst new features in Carbon. Hit △ and your buddy will start to leave a blue trail. Get in it sharpish and you'll immediately notice a speed boost.

Faster! Keep accelerating and use nitrous if you have it. They'll accelerate in proportion to you, so it's easy to gain track position. The blue 'tunnel' will guide you and only tight corners will break it.

Jammy dodger When the map shows a straight section, hit △ again and get ready to dodge your friend. The slingshot can create amazing velocities, but is a recipe for disaster in tight areas.

Canyon kick it? Boss battles end with a canyon race. There aren't many bosses, as the city only has four areas. EA have tried to ramp up the tension, including vertigo-inducing lead-in cut-scenes.

Yes, you canyon At first, get as close to your opponent as possible and stay there until the end. If you manage to overtake (which isn't easy), you can win by staying ahead for ten seconds.

Down you go Now you've got to keep the average distance greater than before. But you're going too fast! The barrier folds beautifully and slow-motion kicks in. Say goodbye to your no claims bonus...

Take a map The territory system is a decent addition. This is the map at the start of the game – the city is waiting to be conquered. Each star is a race you can enter and the controlling gang is displayed.

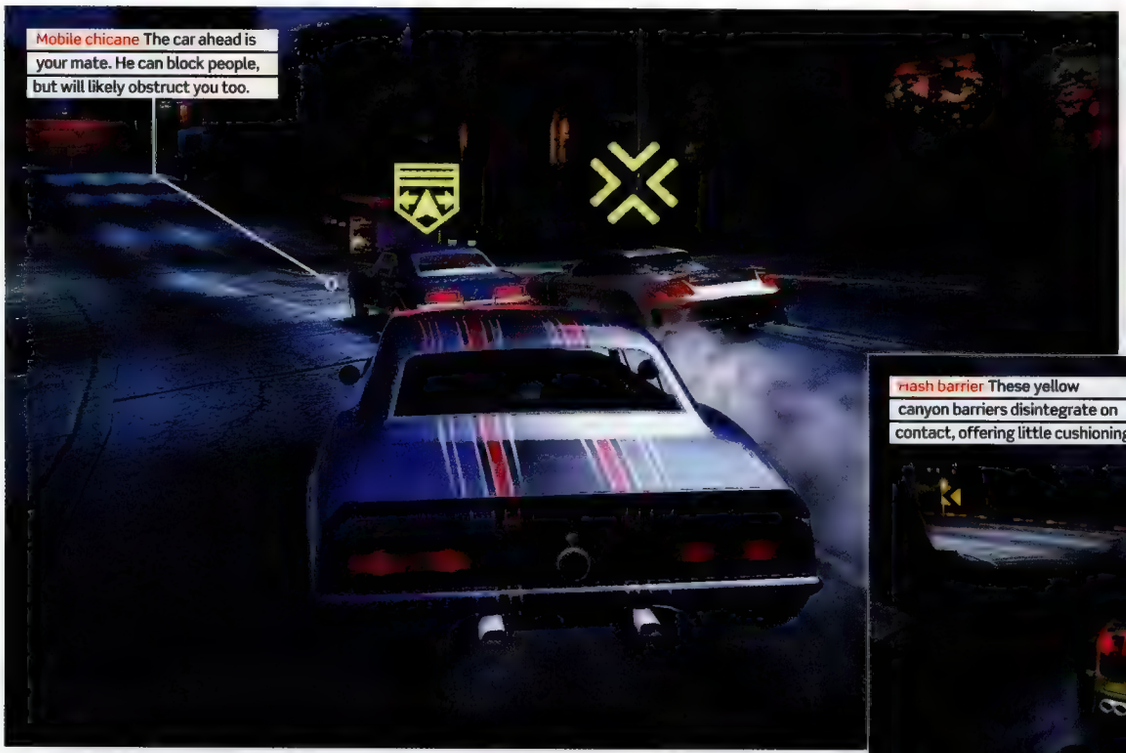
Gang warfare Of course, nothing's set in stone and even sectors you've secured can be threatened by rival gangs. If you refuse to enter these races, you lose control of the sector. Beat them quickly.

Over too quickly You'll pwn the city in about seven hours and the remaining races don't take long. But what then? The game suggests you start all over again with a different car class. Er... no thanks.

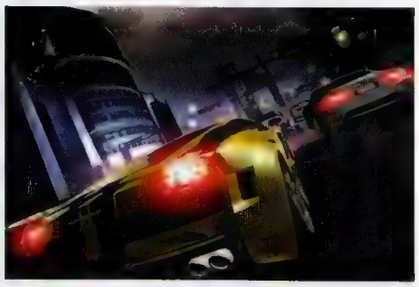
your cash winnings by a set percentage, while mechanically-adept buddies will be able to fit the more specialist parts or decals. Team commands can be executed with △ while racing, which triggers blocks, shunts or slipstreaming according to your partner's skillz. However, we found that sometimes your comrades tended to inexplicably slam on the brakes as we approached them, stopping us in the same manner as the police. Why? Their powers of recovery are miraculous as well. One second they're spinning in a violent barrel roll, the next they're screaming past at mach seven. Odd.

Occasionally you'll be told a rival crew is attacking your turf (just like in *GTA: San Andreas*) and you'll need to beat them to keep it. It's a nice idea, but these random events have a nasty habit of kicking in when you're trying to do something else. And the penalty-free 'restart' option means you never have to – god forbid – lose a race, which negates the whole thing. Although it's technically *possible* to lose all your cars and cash and have to start the game again from the beginning, this won't happen to anyone in possession of a working set of thumbs.

Production values are sky high throughout though and the story, which carries on from where *Most Wanted* left off, is acted very well. New girl Nicky is nice



Mobile chicane The car ahead is your mate. He can block people, but will likely obstruct you too.



City limits *Need For Speed* has always worked best at night. Daytime doesn't exist in *Carbon*.

Crash barrier These yellow canyon barriers disintegrate on contact, offering little cushioning.

enough, but we miss Mia (sniff). Everything is licensed, from the upgrades and cars to the soundtrack (which includes, brilliantly, Are Friends Electric by Gary Numan). Soaring past street lights to those famous tri-tones is one of the game's finest moments. The chat from your crew mates and the police radio is excellent too, adding immensely to the atmosphere.

Graphically, however, it's very hit and miss. At best you'll be awed by views from mountain roads, the impressive variety of architecture lit by your twin beams and pretty exposure trails left by glittering lights. But you'll be equally dismayed to see colours lapse into grey muddiness in some zones and the frame-rate drop badly when the police get involved. This may also be the reason for the absence of civilian vehicles during races – the game engine likes four and no more.

Mod and chips

The modding aspect is as sleek as ever, though, although virtually everything is locked when you begin. But get unlocking and tinkering with the new Autosculpt mode and you'll be rewarded with some magnificent-looking vehicles. Seeing your masterpiece rev up on the start line, dripping with class and cool is a proud moment. Yes, 'street racing games' are getting a bit long int the tooth but *NFS* has always done it best and still does.

You can, of course, challenge a mate to a duel with your personalised beauty. It's fortunate the two-player is so solid, as it lengthens the game's life considerably - 100% completion in story mode only takes about eight hours and the extra challenges don't offer anything massively different, apart from increased difficulty.

We enjoyed playing *Carbon*. The minor problems and lack of originality are far outweighed by the game's quality and improvement in gameplay. If you liked *NFSU2* you'll like this, but you should think twice about buying *Carbon* if you're yet to ace that completely. After all, your mum's probably already got a Gary Numan CD lying around somewhere. **Justin Towell**

Take it real easy Want to impress the laydeez? Press R3 and you can trigger slow-motion. It can really help in tight spots and lets you judge the narrowest of gaps just perfectly.

Fave Feature

PSM3 Verdict

***Need For Speed Carbon* contains...**
Beautiful cars | Hundreds of upgrades | Cops Canyon racing | Excellent sound

Overall A few misfires can't stop *NFS: Carbon* from passing possibly its last PS2 MOT. Good stuff.

83

PS2

Pub Midway | **Dev** Midway
Price £30 | **Release** Out now
Multi-player 1-2

ON THE DISC
Hear the team review this on next month's disc
DVD/PS2/Review

Cool Move
In Kreate mode, moves are split into five categories: projectile, teleport, daze, charge and dash. You can assign one of each - so a created kharacter typically has two more special moves than a normal one.

Mortal Kombat: Armageddon

Armageddon? Nah. Trust us, enough people survive this game for a sequel

KNOW IT NOW

Ripping people's arms clean off? ☑
Pulling their lungs out with your hands? ☑
Mashing their heads into jelly? ☑
The revival of Friendship moves? ☒

Armageddon has probably the best intro we've seen in anything, anywhere, ever. Oh, other games might be more subtle or cinematic or clever, but they haven't got 60 seconds of the Nether-realm's finest punching, stabbing, spearing, disembowelling and firing skeletons at each other, topped off by zombie Liu Kang punching it out with Shang Tsung on top of another big pyramid. (Note to other developers: if your series is getting a bit stale, make the main character a zombie. It works.)

Anyway, the intro's the best possible introduction to the central conceit of *Armageddon*: every playable character, from every *Kombat*, taking each other on in the mother of all, um... *Kombats*. Previously 2D characters are there - so are super-obscure secret characters like Rain and Meat. Even the six bosses – Goro, Kintaro, Motaro, Shao Kahn, Dragon King and Blaze are there, with slightly weightier character models than the rest. They're tougher to knock down but not as good at jumping. Hmm. Seems like a sensible trade-off.

Kharacters up, kombos down

With this sheer volume of kombatants, though, something has to give, and here it's the subtleties of the fighting. For starters, instead of having three styles as previously, each character is now down to two – hand-to-hand and weapons – which makes things less confusing, but also limits your combo possibilities. Air kombat's new, but not too impressive – it's just a variation on the traditional juggle move that sees you follow characters into the air, not the full-on aerial fight shown in that intro. Probably the best addition is the Breaker – a well-timed tap of block will knock your opponent out of a combo and leaves them dazed, which is perfect for countering aggressive fighters. Still, *Armageddon* doesn't seem particularly balanced – Sektor's brilliant, for instance, while Li Mei's a bit duff. Instead of trying to take on the mighty *Tekken* or *Virtua Fighter*, *Mortal Kombat* snuggles down quite happily next to *Def Jam* by simply being fun, rather than worry too much about whether they've created a perfectly-balanced game.

Create-a-Fatality mode's the perfect alternative to fiddly, difficult-to-remember, character-specific moves – simply double-tapping the pad in any direction and pressing a button kicks the fatality process off, with added levels of brutality available if you've got the timing down. *Kombat* even

You Shang, M'lud? The Tsungster can't change into different characters any more, which is a bit upsetting.

Slice work if you can get it Swords might be good for range, but they're actually hopelessly slow.

offers a decent character-creation facility, although you'll tend to find that it's brilliant for making certain characters that Midway can't legally include – like Lara Croft, Ghost Rider, Mr Han from Enter The Dragon and Guile from Street Fighter 2 – but not so good at anything else.

Quoth the Taven

Elsewhere, a ton of effort's gone into Konquest mode this year, but it's still somewhat hit and miss. You play Taven, who's been sent on a quest to retrieve a mysterious artefact that's the key to ruling Outword – which, in practically terms, means beating up several million ninjas and forward-rolling past a lot of spinny blades and squashing pistons. There's plenty of variety – one second you're uppercutting ninjas into a spiked ceiling, the next you're squashing them with a giant hammer – but the fighting system is a hugely simplified version of the one in *Mortal Kombat: Shaolin Monks*, and never really feels that challenging. Taven's about as loveable a central character as Fran Cosgrove, and the fights with each *Kombat* character are totally crowbarred in – you don't even get to perform a Fatality move at the ends.

As the final *Kombat* on PlayStation 2, the central game's actually excellent fun, and perfect for non-challenging après-booze play with people who don't understand *Virtua Fighter* and don't want to. The character creation is a nice touch too, and we'll be taking Wong Fei Hung (Jet Li character) online to murderise someone shortly. But you can't help wishing they'd spent more time on the main game – say, balancing the characters, putting in more character-specific fatality options or adding new environments – instead of just faffing about with all the other stuff. Oh, and you're right – we never did get round to mentioning the new Karting minigame. That's because it's rubbish. **Joel Snape**

Kollect them all

Spending koins in the Krypt lets you buy all sorts of krap – from non-hilarious blooper reels to photos of the development team. Pictures of the second sound unit? Hmm, cheap.

Karted up By popular demand they've put a kart game into *Mortal Kombat*. Yes. By popular demand.

Fave Feature

PSM3 Verdict

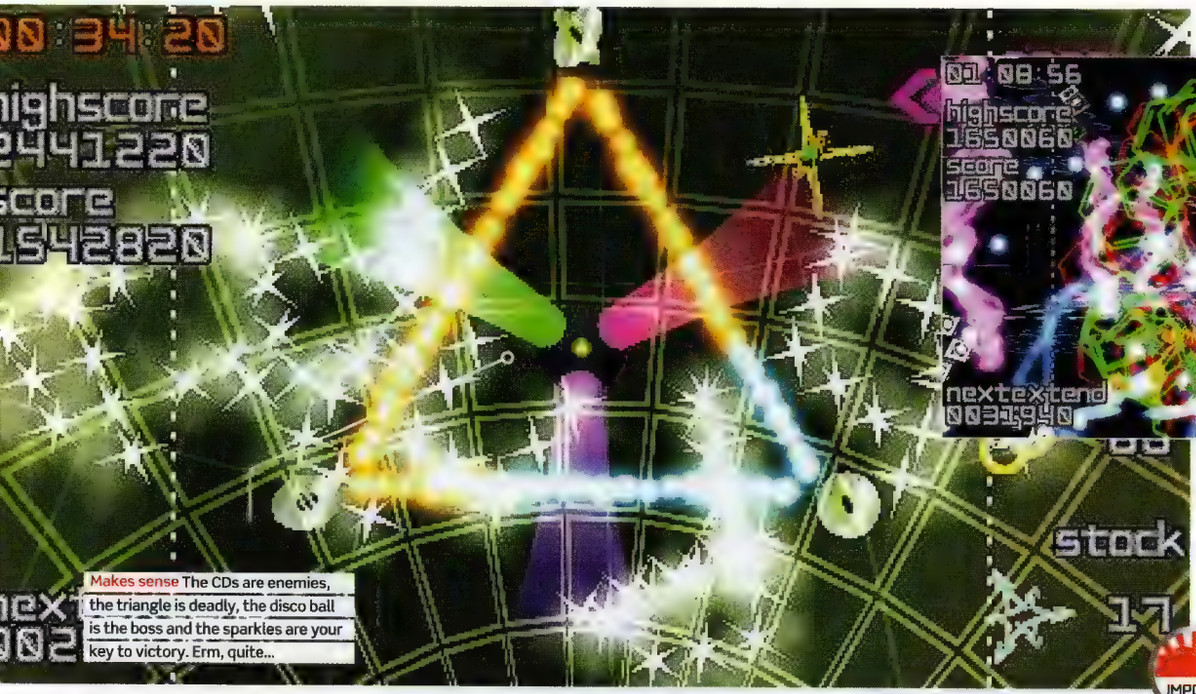
***Mortal Kombat Armageddon* contains...**
Loads of blood | A stupid new outfit for Stryker | The best death moves ever

Overall Great fun, but it spreads itself pate-thin when it should be concentrating on the fighting instead.

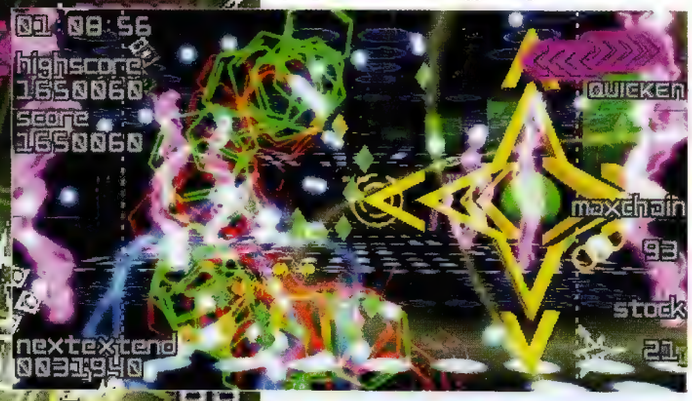
80

Pub Q Entertainment | **Dev** Bandai Namco
Price £22 | **Release** November 11
Multi-player None

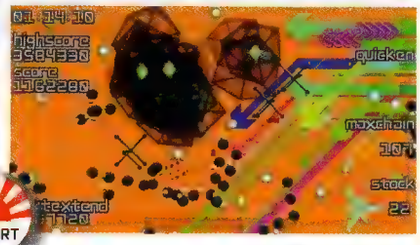
ON THE DISC
Head to next month's reviews section for a *EEE* head-fit
DVD/PSP/Reviews



Makes sense The CDs are enemies, the triangle is deadly, the disco ball is the boss and the sparkles are your key to victory. Erm, quite...



There she blows That mass of colour is a chain explosion – you get more bombs for bigger bangs.



IMPORT

Every Extend Extra

So we're getting extra extensions to our 'everies'? Nope, you've lost us

Every Extend Extra is hypnotic to the point that we still see its swirling shapes when we close our eyes. At times its pulsing backgrounds and Catherine wheel-esque enemy fire are extraordinarily beautiful – a cross between *Rez* and Treasure's brilliant old shooter, *Radiant Silvergun*. But, y'know, *what is it*? Well, the only thing it definitely is is 'tough to describe'. Still, here goes.

Your character is basically a bomb. You can detonate instantly or hold the button to charge a bigger bang. If you blow up something, its explosion will detonate anything else in its blast radius. Catch loads of objects in a chain for massive bonus points. Hmm, that wasn't too hard.

This simplicity sounds good on paper, but the reality is that it's a little unbalanced. The problem is you can look like you're a genius player simply by waiting as long as you can bear before detonating yourself. After all, the screen gradually fills until any explosion kablooies virtually everything. While there is some skill in avoiding objects for that length of time, most are slow and easy to dodge. Plus, the explosions are so big you don't really have to judge trajectory and velocity too accurately to get big scores. Once we got the hang of it, we managed an SSS rank on the main game and a high-score table topping A++ without too much trouble. Quite what you have to do for a 'DELTA Floppy' rank remains a mystery.

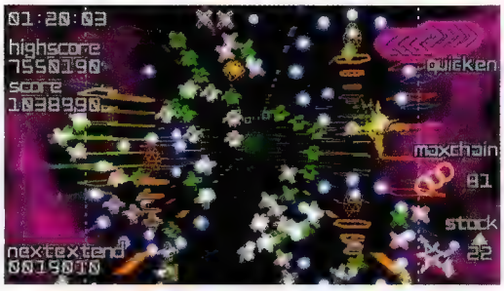
Chain reaction

The bosses are the most challenging aspect of the game, requiring you to reach a certain number of links in your chain before the explosion connects with the boss. The main bulk of play, however, ends up being a matter of ensuring you gather the eight 'Quicken' tokens. You soon realise that these tokens bring more objects into the fray and, in Original mode, collecting them all rewards you with a special boss.

There are several different visual themes, although the gameplay remains unchanged whichever you choose. Sometimes you'll be detonating bees over the surface of a pond while at others you're working with silver sparkles inside a big sphere.

All of which makes *EEE* a curious beast. It's mesmerising while you're playing, despite its simplicity, and train journeys will disappear in what seems like minutes – but strangely, you won't be yearning to play it once it's switched off. It's a quiet, late-night kind of game, with brilliant, haunting sound when heard through headphones and a trance-like atmosphere, although the audio isn't actually as closely-linked to the gameplay as we were expecting and certainly isn't part of the game mechanic as it is in the brilliant *Lumines*.

Every Extend Extra takes the best parts of many classic games, but loses a lot of their magic along the way. We like it, yes, but we like *Lumines* more. **Justin Towell**



Time attack By defeating the enemies, you can gain more time from the yellow crystals they leave behind. Looks baffling. But isn't.

Not much extra
There's no two-player option, but a mate can download a one-level demo to their PSP over Wi-Fi. Which is something.

PSM3 Verdict

***Every Extend Extra* contains...**
Bumble bees | Bombs | Bosses | Blasting Bangs | Alliterative words

Overall An odd little action puzzler that passes time very quickly. Very good, but not quite essential.

83

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Excited about Wii? You haven't seen the half of it. Get set for The Big Day with our bumper Wii countdown issue.

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ISSUE 3 OUT NOW!

PS2

Pub VU Games | **Dev** Radical Entertainment
Price £30 | **Release** October 8
Multi-player None

ON THE DISC
Our movie Blu-DVD features a beautiful trailer

PSM3 BUY IT

Scarface: The World Is Yours

Tony Montana wants his empire back and he needs your help

KNOW IT NOW

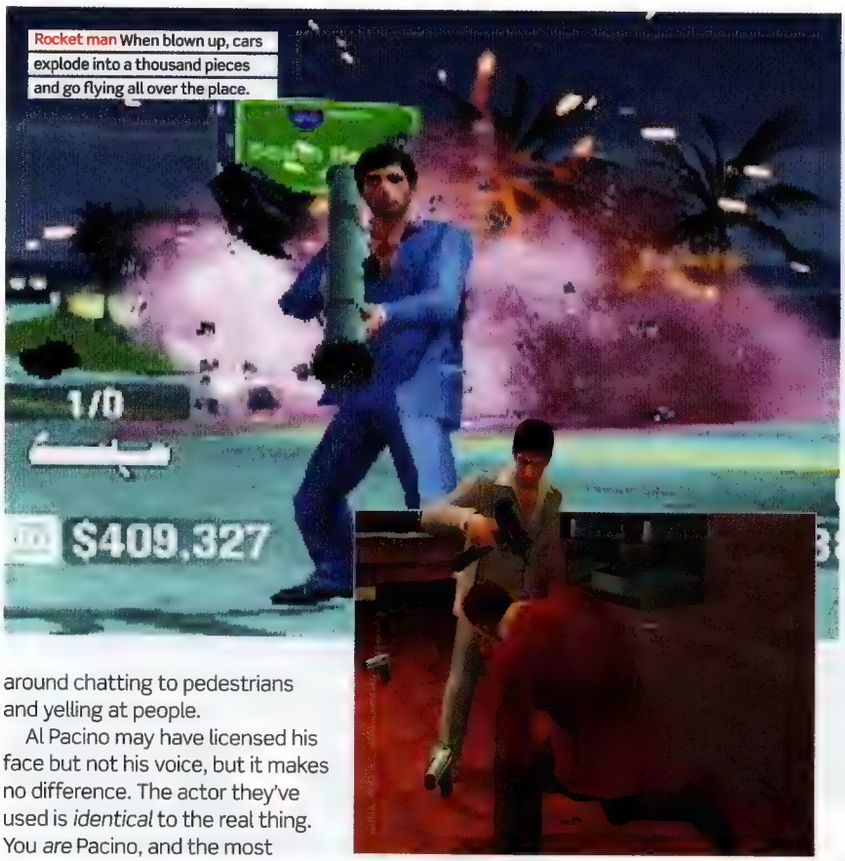
A button dedicated entirely to swearing? ☑
Almost as good as *Grand Theft Auto?* ☑
Lopping limbs off with a chainsaw? ☑
Likely to upset fans of the film? ☒

During the movie it took Tony Montana years of killing, dealing and swearing to become king of the Miami drug scene, but in the game it took us just short of 12 hours. *Scarface* picks up where the film left off, but instead of dying in his mansion after a shotgun blast to the back, Tony escapes and goes into hiding for three years, losing everything to the police in the process – his empire, his money, his drugs and his Bengal tiger, all gone. With nothing left, Tony decides it's time to take the city back and re-establish himself as its most powerful pint-sized, drug-peddling Cuban immigrant. And get his tiger back.

The first thing you have to do is crawl back into the underworld and make new connections. You do so by meeting up with Felix, a dreadlocked ne'er-do-well who, in exchange for killing gang members and roughing people up, points Tony in the direction of suppliers who'll give him 'product' to sell on the streets. In doing so, Tony makes a massive profit and his bank balance begins to swell uncontrollably. You then use this money to buy fronts (shops, movie theatres, warehouses and so on) and take control of the city section by section.

Bad language

Sounds like every other crime game doesn't it? Well it's not – because it's fun. It has the same tongue-in-cheek sense of humour as *GTA* and Tony's foul-mouthed reactions to people who challenge him, his lust for expensive cars and furniture and the way that he hits on every single woman he meets makes the game constantly enjoyable. We spent hours just wandering



Rocket man When blown up, cars explode into a thousand pieces and go flying all over the place.

around chatting to pedestrians and yelling at people.

Al Pacino may have licensed his face but not his voice, but it makes no difference. The actor they've used is *identical* to the real thing. You *are* Pacino, and the most charismatic game character ever. Likewise, the music is a rare treat – it features a huge selection of tracks that fit the game perfectly. From '80s new wave to thrash metal and hip-hop, all tastes are catered for. Oh, and Ricky Gervais plays a drug dealer in it. "Come on you c**t!" he shrieks as you smack him round the chops.

Speaking of atmosphere, the game looks spectacular. The Montana model is solid, the environments are detailed and the lighting and particle effects are ace. Cars shatter, the smoke looks hyper-realistic and motors glint in the sun as they rush through streets packed with people. And it's not all city either – about three quarters of the way through the game Tony makes a contact on a pocket of islands north of Miami dotted with mountains, beaches and shanty towns. It's a bold change of scenery and a genuine surprise when you get there.

And as the Montana empire grows, so does Tony's need for ostentatious symbols of gross excess. You can flick through the so-called Exotics catalogue and spend your dirty money on a number of things, the most useful of which are cars and boats. Any vehicle you own can be called up at any time, and when you have a whole fleet of speedy sports cars at your disposal, tricky escape situations or timed missions are a breeze. And it's just *cool*, especially when you wander down by the beach and your driver brings your speedboat directly to you. You can even buy a yacht later in the game and a car that looks like, but is legally distinct from, a DeLorean. The doors flip up and everything. Brilliant.

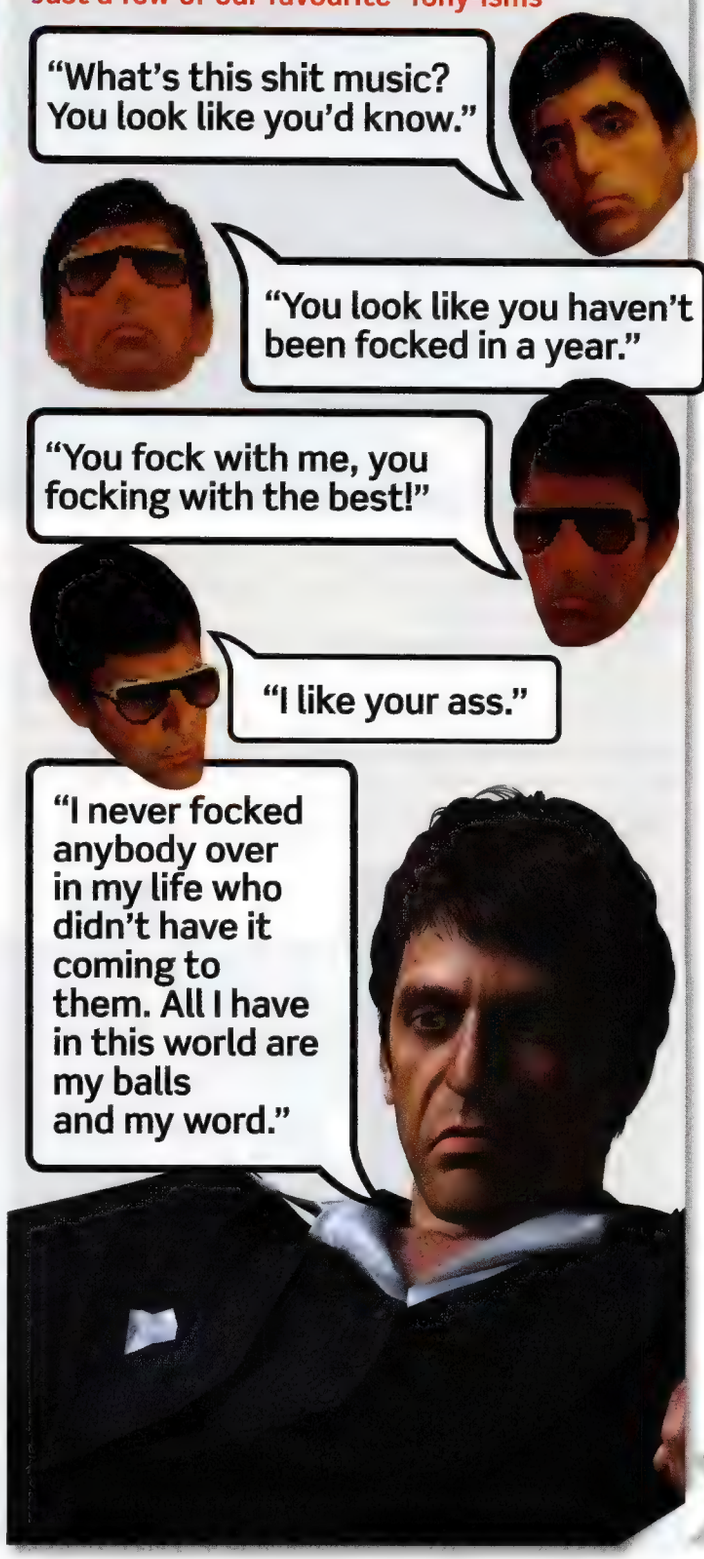
Tony's got balls

But to expand your empire you have to get hands-on from time to time. Luckily, Tony can handle a machine gun. The combat is brilliantly overblown and gruesome. It's a familiar lock-on-and-fire system, but with a *Second Sight*-style 'sight within a sight' crosshair that lets you target individual body parts. Better yet, you can taunt enemies as you mow them down, which in turn earns you more balls. Yes, you have a 'balls' meter, and the more you have the more respect you get. Balls also let you enter 'blind rage' mode, which slows down time and mimics Tony's violent last stand in the film. This restores your health, so deciding when to use it becomes a tactical choice – it's best to save it for when you're near death. You can execute enemies too by pressing the fire button directly in front

Dialogue

How to talk like Tony Montana

Just a few of our favourite 'Tony-isms'


"What's this shit music? You look like you'd know."
"You look like you haven't been focked in a year."
"You fock with me, you focking with the best!"
"I like your ass."
"I never focked anybody over in my life who didn't have it coming to them. All I have in this world are my balls and my word."

Heavy metal In this frustrating mission you have to protect – yes! – explosive barrels. It's difficult.

Boom town If your heat gets too high the cops will send a SWAT team after you. Luckily, you can fight back.

Sky high The physics are exaggerated to the extent that battles involving explosives become hugely overblown.

of them. A cut-scene plays showing Tony mercilessly slaying his target, which sends blood flying all over the place.

But if you don't fancy soiling your suit, you can hire henchmen to do the dirty work for you. Buy an 'enforcer' and you can switch to him at any time. He comes with a grenade launcher and a shotgun and can take quite a beating, making him the equivalent of a tank for storming enemy-infested areas. You can buy a 'sexy' female assassin too who wields a sniper rifle (but can't really handle herself in close combat).

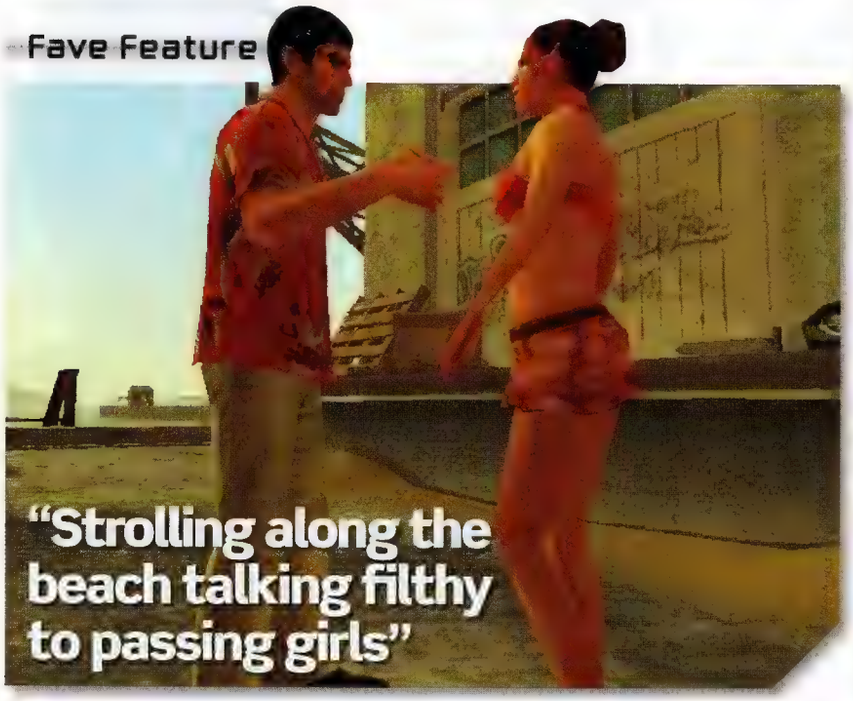
The hard stuff

But nothing's perfect and *Scarface* can irritate. The difficulty spikes three quarters of the way in and transporting drugs from the islands to Miami becomes increasingly difficult: sea pirates stalk the waters and shoot you pieces in seconds. You can remedy this by buying an attack boat, but sometimes the game forces you to use a rickety old speedboat and it becomes near-impossible. Same goes for the missions – Tony doesn't grow as a character, and you have the same amount of health all the way through. This makes some shooting bits a chore and disrupts the flow of the game. Other niggles include unpredictable AI and technical issues – very occasionally sections of road don't load and you fall into a glitchy space world and die.

Scarface takes the familiar *GTA* template and makes it its own. Unlike, for instance, *True Crime* and *The Godfather*, it crafts a believable world and gives you novel, fun things to do. It'll make you laugh, it's exciting, it's fun spotting all the references to the film and you really feel like you're creating an empire from scratch. And there's a button *just for swearing*. What more could you really want? **Andy Kelly**

Deal or no deal When you own a business you can use it as a front to peddle coke. This is less dangerous than selling in person on the streets and you get more money for your product.

Fave Feature



"Strolling along the beach talking filthy to passing girls"

PSM3 Verdict

***Scarface* contains...**

Expensive tat | Beating people up | Skidding around in sports cars | Swearing at people

Overall All a *Scarface* game should be – full of action, swearing, sleaze, '80s music, decadence... it's a pure joy.

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Scarface: The board game

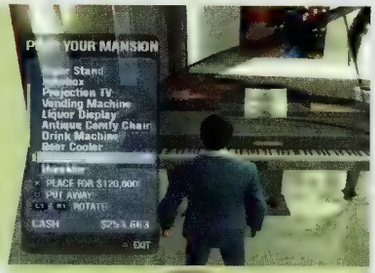
Want to play Scarface right now? Here's how it works. (Note: Actual game is *much* better)

START HERE

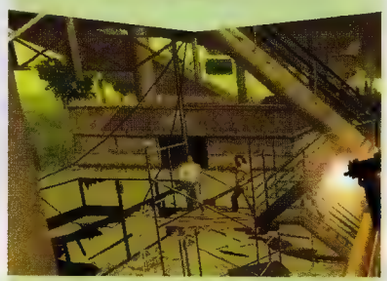
You fight your way out of your mansion with dignity and balls intact. Yay!

You sell drugs to small-time dealers and make a name for yourself – that name being 'Tony'

Increase your rep by filling your mansion with expensive crap, sorry, finery

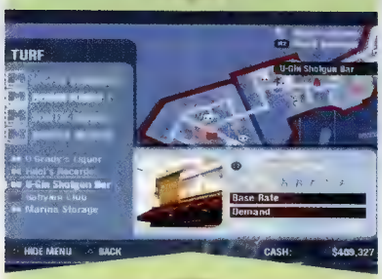


You expand your empire by taking over stores – use them as fronts for your shady deals



Fill your garage with expensive sports cars to destroy entirely in road chases

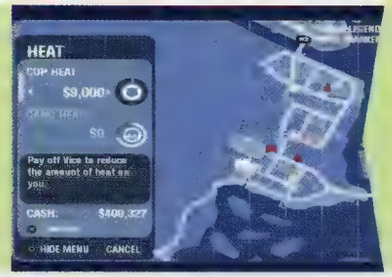
Keep dealing until you own all Miami. Reflect that, actually, crime pays rather well



Buy a storehouse to stash your magic talcum powder and protect it from rival gangs

Take over Miami district by district, from Little Havana to the richer areas of North Beach

To avoid further hassle, hire an enforcer or an assassin to do your dirty work for you



The cops have busted you! A $500,000 bribe will grease the wheels in your favour

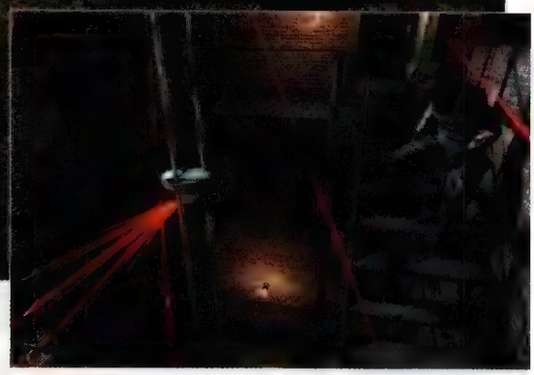
PS2

Pub Ubisoft | **Dev** Ubisoft
Price £30 | **Release** October 27
Multi-player 1-4 online

ON THE DISC
Double Agent gets reviewed on DVD next month

Cool Move
Sneak up behind a guard and you have the option to knock him out, pump him for information or just stab him in the kidneys. Our preferred tactic is (in this order) pump him, knock him out and then stab him. Makes sense, non?

Splinter Cell: Double Agent



Hide and sneak These pesky Mission Impossible-style lasers can be tough to avoid and will trigger an alarm if you're careless enough to touch them.

The grandpa of stealth returns. And someone's hidden his slippers. Ulp...

KNOW IT NOW

- Fourth game in the stealth series? ☑
- Life or death decisions? ☑
- Multi-player mode Mercs Vs Spies? ☑
- A kaleidoscope of enchanting colours? ☒

Just look at that box shot. How scary is Sam Fisher there? Notice the freshly shaved prison bonce, scowling eyes and handcuffs? Ooh, he looks a bad 'un. So has everyone's favourite stealth pensioner (well, until *MGS4*) really turned to the dark side? Well, that's up to you.

It all depends on what choices you make at key moments throughout the game. Sam now has to negotiate with two factions, the NSA (as ever) and a terrorist group known as the JBA, both of whom will demand you perform tasks for them throughout the game. The thing is, these tasks often conflict with each other, so breaking a criminal's neck in the prison level to protect a JBA contact will annoy the boys back at the NSA. This works both ways and if Sam loses the trust of either faction they'll punish him by giving him fewer weapons the next time he takes a mission from them. Decision-making is not only strategic, but also morally murky. Would you blow up a ship, killing thousands, just to maintain your cover? It's an enjoyable system, one that *makes Double Agent different* and gives the series some much-needed emotional resonance. Where *Metal Gear* only has to grow a moustache to start a massive internet rumour, poor old *'Cell* has been battling indifference (on PS2 at least) since the second game.

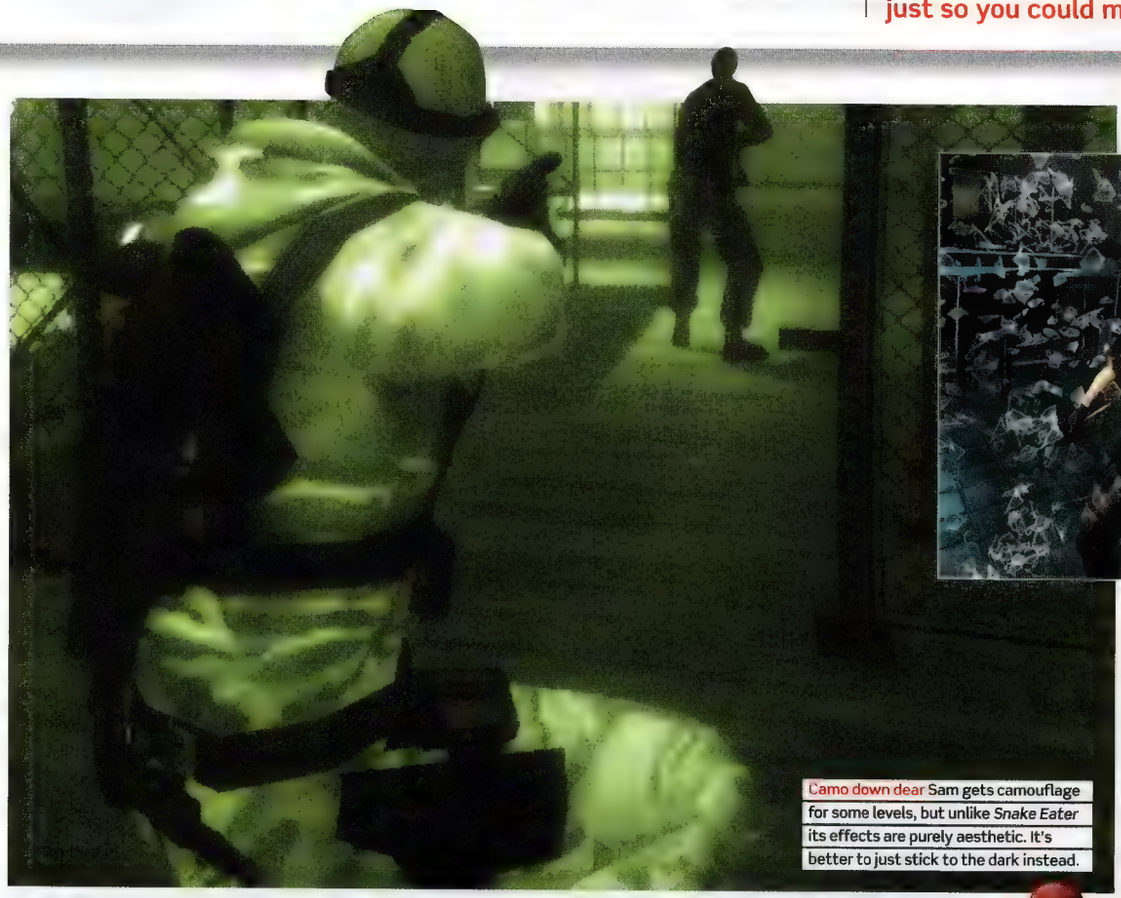
Stealthy as she goes

We'll assume you know what *Splinter Cell* is about. Lurking in the shadows, learning guards' patrol routes to squeeze past unnoticed and generally doing a lot of stabbing, cutting and neck-snapping along the way... *SC:DA* is your classic stealthy sneak-'em-up. And as always this *Cell* is ridiculously dark, meaning you'll have to play most of the game in green-o-vision through night vision goggles. That said, there is the notable exception of a daytime level that takes place in a sun-drenched African city, a first for the series.

On the rare occasions that you're able to play without the pea-cam, the game looks gorgeous. Subtle particle effects such as heat haze and steam really add to the atmosphere to create one of the PS2's prettiest titles. It may still be the ugly duckling when compared to its 360 big

Splinter Cell: Double Agent

"Would you blow up a ship, killing thousands, just so you could maintain your cover?"



Camo down dear Sam gets camouflage for some levels, but unlike *Snake Eater* its effects are purely aesthetic. It's better to just stick to the dark instead.

Pain in the glass You can sneak up behind guards and grab them through panes of glass, or even thin walls of ice.

brother, but as far as conversions go Ubisoft have really done a very professional job. The action is slick, the controls silky smooth and the production values are first-class. But that's not where *Double Agent*'s problems lie.

It's serious, Sam

Ultimately we just feel the series hasn't made much progress since the original. It's almost as if Sam is treading water now. Sure, he's as spry as ever, but the eyebags are beginning to weigh heavy on every aspect of the game. Most of *Double Agent* can be seen in any other *Splinter Cell*. Yep, there's still the odd exhilarating moment, like a moodily-lit prison break or sneaking through a bombed out Middle Eastern hotel complete with flickering lights which constantly rob you of cover, but you always feel that the *same game* is behind the scenes running the show.

Gimme a break

It's the second level that sets out *Double Agent*'s stall. Sam must escape from prison while trying to bust out a terrorist chum. Orange really isn't his colour, is it?

Now that Snake is back with a proper 3D camera in *Subsistence*, it makes recommending *Double Agent* over *Metal Gear* doubly difficult. On the one hand you have a technically solid game from a group of talented developers which is constantly enjoyable. But on the other you've got a title which is the brainchild of an off-the-wall, utterly barmy and completely brilliant visionary. And for all the 20-minute waffles, we'd still rather play the game which lets you punch guards in the plums and walk about in a camouflage suit that smells of poo. Sorry, Sam. **David Meikleham**

Fave Feature

PSM3 Verdict

***Splinter Cell: Double Agent* contains...**
Lots of skulking | Skin-tight lycra | Figurative back-stabbing | Literal back-stabbing

Overall The best *Splinter Cell* yet and a top-notch stealth game. But Sam needs some new ideas to topple Snake.

85

PS2

Pub Capcom | **Dev** Capcom
Price £35 | **Release** November 18
Multi-player None

ON THE DISC
We'll have plenty of in-game action next month
DVD/PS2/Reviews

Cool Move
Once you've pressed the God Reel button, you're given three seconds to pick your attack. Careful, though – leave it too late, and you'll be clanged on the head with a bedpan – to mocking canned laughter.

God Hand

Violence really isn't funny. Unless you're punching a clown, that is

IMPORT

KNOW IT NOW

Gratuitous genital violence? ☑
Overweight waddling clowns? ☑
Sexy circus performers? ☑
A sensible, brooding, meaningful storyline? ☒

Oh, Capcom. You never fail us: whenever we've managed to convince people that the likes of Goichi '*Killer 7*' Suda's are gaming's last real innovators, you knock out the twentieth sequel to *Megaman*... Whenever we're going on about how *Okami* shows a beauty and depth unmatched by nearly all American games, *Street Fighter Super Collection: All Schoolgirl And Monster Edition* comes along ruins the whole thing. And now, hot on the heels of the phenomenal *Resident Evil 4* comes Shinji Mikami's latest: a game where you spank dominatrixes to death with your magical glowing hand and kick midgets in the plums. Then again, if that sounds like your sort of thing, then *God Hand* might well be the greatest game you'll ever play.

The plot is... actually, don't worry about the plot too much. Let's summarise: you're an impossibly arrogant fop in a leather jacket. You hang around with a young girl whose hobbies include putting 'Kick me' signs on your back and posing for the increasingly mucky photographs you earn as the game progresses. And, of course, you're incredibly good at beating people up.

Strike a fight

Fighting's simple to grasp, but subtle to master. You start with a four-punch combo and a handful of kicks and chops that can be assigned to the different buttons on the D-pad. As you progress, you buy different moves – including guard-breakers and juggles – that you can shuffle into your existing set to suit your playing style or the enemies you're fighting. If you're up against spiky-hatted ladies, for instance, you'll want a quick combo followed by a good juggle launcher. If you're fighting an overweight clown, you can't knock him into the air, so you'll want a decent sweep. Either way, once your opponent's off-balance, you've got a limited time window to follow up with a grab and hammer the button to knee them in the face, pummel them in the kidneys or (if they're a lady) spank them on the ass so hard that they hurtle into the nearest wall. Follow up by dashing them and you'll have just enough time to stamp on their face a million times while they're on the floor. Brilliant.

Of course they aren't going to take this lying down, which is where the evasion moves come in – flicking the right-analogue performs backflips, strafe-dodges or ducks. Backflipping's the safest and easiest to time, but leaves you too far away to counter – and later enemies are most dangerous at range anyway. Unlike the similar *Devil May Cry* – where long-range shooting's always the safe option – the entire game's set up to favour aggressive, close-range combat, and it works beautifully.

And then there's your magic hand. This comes in two flavours: first, building up your God Hand bar (by beating enemies, dodging attacks or – obviously – looking at bongo mags) lets you unleash God Hand mode, which makes you invincible and speeds up your attacks. Secondly, collecting cards from around each level

God Hand

"The boss lady gives you a lap dance, then turns you into a chihauhau"

Bootiful God Reel moves work in classic manga slow-mo style, speeding up for the impacts.

Radar Love See those markers? Watch the red one – it's an incoming object. Probably a spiky hat.

lets you use God Reel attacks, which range from a punch to the chutneys ('Kintama' translates as 'Golden Balls', Japano-chums) to a screen-clearing smart bomb.

Spaying the price

If this all sounds a bit textbook Japanese fighting game – albeit extremely fast-paced and well-balanced – well, it is. But you've also got to reckon with the game's insane sense of fun. In one boss fight, you take on five midget acrobats dressed as Power Rangers, each with a playing card-based catchphrase ("Have your dog neutered... or SPAYED!") In another bit you fight a giant gorilla in a lucha libre mask... and that's before you take on the boss-lady who gives you a lapdance and turns you into a chihuahua. *God Hand*'s that special crazy that only Japanese games pull off.

What isn't so hilarious is the lock-on system. For instance, occasionally you'll kill a character and he/she'll turn into a super-rock demon. This means it's best to kill the harder characters first, just so you don't have to deal with them all at the same time. The trouble is, with loads on-screen, *God Hand* makes arbitrary decisions about what it thinks you're aiming at, and usually picks someone next to, behind or ten feet away from the man you're actually trying to hit. In extreme situations, we've taken careful bazooka-aim at a group of enemies, then watched as Johnny-posh arm blows his shot on a low-level goon on the sidelines. Later on, it gets incredibly hard – using the lazy design combo of infrequent health packs and incredibly damaging enemies – and so massively frustrating. Gigantic energy bars for the enemies make latter bits a chore. And sometimes – the first fight with boss-lady Shannon, for instance – we seriously considered giving it up. But, tellingly, we didn't. Because although *God Hand* isn't for everyone, it's fun enough for most people to 'get'. No matter how mad it gets. **Joel Snape**

You sexy thing Sidekick Olivia 'helps' Jean by posing for saucy snaps with each level cleared. She's nekkid in the last one. Yikes.

Fave Feature

PSM3 Verdict

***God Hand* contains...**

More than 100 fighting moves | An insane plot | Near-illegal levels of violence

Overall So ridiculous you'll wonder if you're actually dreaming it – but still one of the best scrappers in ages.

82

Pub Sony | **Dev** Guerrilla
Price £35 | **Release** November 3
Multi-player 1-6 (Wi-Fi)

ON THE DISC
See *Killzone: Liberation* in action

Sir, yes, sir! Ordering fat lad Rico around is one of the most important elements of combat – he's invaluable for outflanking the enemy.
PRESS
TO ESCORT
28/15

Killzone: Liberation

This redesigned warzone is a perfect fit for your PSP

KNOW IT NOW

- **Cool brand new isometric layout?** ☑
- **Tight, tactical urban warfare?** ☑
- **The return of the nasty Helghast?** ☑
- **Over-hyped '*Halo*-beating' FPS?** ☒

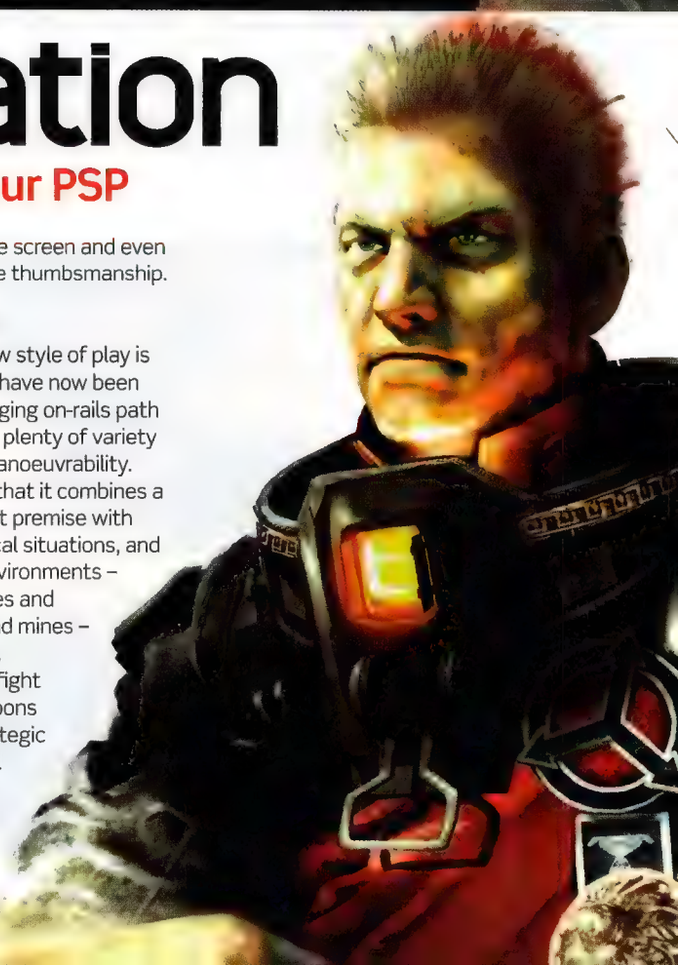
Though some thought PS2 *Killzone* a disappointment, there were a few things it got spectacularly right. The sci-fi plot in which embittered colonists of the wasteland planet Helghast unleash blitzkrieg upon unsuspecting humanity was an absolute winner, as were the accompanying urban-hell atmospherics and the striking FutureNazi design of the Helghast themselves. Happily, *Liberation* picks up the story where the original left off – the fascist off-worlders having been defeated but not eradicated, and with Jan Templar ready to lead the liberation charge – which means all of the bits that really worked on PS2 are making a return on PSP.

Better yet, the parts that didn't work – namely the workmanlike first-person mechanics – have been ditched, replaced by a brilliantly PSP-friendly scrolling 3D set-up. The cold, hard FPS-precision makes way for a less realistic *Metal Slug*-style approach, with slow-moving bullets that you can track across the screen and even dodge with some nimble thumbsmanship.

A design for life

Complementing this new style of play is the level design. Levels have now been built to provide an engaging on-rails path through the game, with plenty of variety and room for tactical manoeuvrability. *Liberation*'s ace card is that it combines a simple pick-up-and-blast premise with some challenging tactical situations, and the obstacle-strewn environments – packed with cargo crates and barricades, trip wires and mines – help make this possible.

Consequently, every fight against the Helghast goons becomes a pitched strategic standoff. Typically you'll head in close and find cover behind a wall or barrier, ducking down

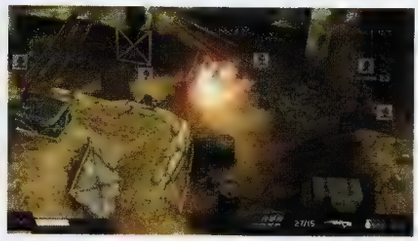


Killzone: Liberation

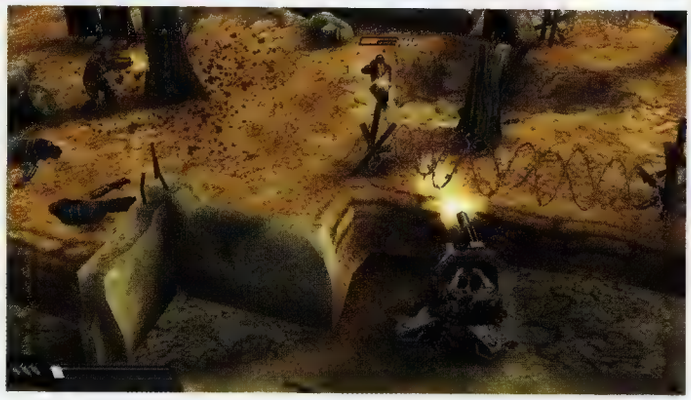
"A redesign has done wonders with the strong source material"

Tactic toe The new viewpoint provides you with lots of opportunities for tactical thinking. What will your next move be?

High ground Take advantage of the scenery by using height wherever possible to get a better view.



by pressing R1. Chances are they'll spot you and, with their reasonably accurate fire, you'll have to wait for them to reload before popping up and chucking a grenade with ◎ or firing off a burst from your rifle. If that doesn't finish them off you can try outflanking them – several missions have Rico (from the PS2 FPS) fighting alongside you, and you can give him orders by tapping up on the D-pad. This will give you lot of alternatives for where to position your extra man – you can send him one side of your enemy while you sneak to the other. It's a compact, easy-to-use interface.



Planning ahead

It's not just the combat which requires some tactical thinking, either, but your resource management. There's a sensible system, with inventory boxes placed around each level where you can replenish medical supplies and ammunition, as well as switch weapons and store excess equipment. At the start of the game you can only carry one weapon and two explosive devices at any one time, so stashing gear for later and tracking back through the level to retrieve it becomes a standard part of the gameplay.

Aside from standard weapons, occasionally your mission will require you to take control of something a little larger – as well as gun emplacements dotted around the game you can also drive vehicles, for instance tanks and hovercraft. These are great fun, with boosted firepower and smooth handling meaning you can rip a level apart in record time.

When you consider the hype that surrounded *Killzone* on PS2, *Liberation* has been low-profile in comparison – a shame, because it's far more deserving of praise than it's predecessor. A practical redesign has done wonders with the already strong story source material, and turned this into a massively enjoyable and challenging third-person blaster. **Nathan Ditum**

Dogs Of war

***Killzone PSP* has Helghast attack dogs, which come with their very own orange goggles. Awww, *cute*.**

Fave Feature

"Jumping in a tank and wrecking up the place. Ka-boooom!"

PSM3 Verdict

***Killzone: Liberation* contains...**

Ace tactical third-person shooting | Great level design | Really hateful villains

Overall The gameplay suits PSP brilliantly, and is much better than if they'd made an FPS. Just about essential.

86

PS2

Pub Midway | **Dev** Terminal Reality
Price £30 | **Release** Out now
Multi-player None

ON THE DISC
We'll be exploding Spy Hunter in a DVD review next month

Cool Move
The Rock's punches are more powerful than a thousand bullets. Really. It takes a hail of machine gun fire to the face to floor a baddie, while a couple of quick jabs to the mush will achieve the same effect. What a guy, eh?

Spy Hunter: Nowhere To Run

In fact, there are lots of places to run. Out of the shop would be a start

KNOW IT NOW

- On-foot and vehicle bits glued together? ☑
- Rammed with frustrating flaws? ☑
- Voice acting from the Rock himself? ☑
- The first good PS2 *Spy Hunter*? ☒

Early on, *Nowhere To Run* seems quite amusing. You play as the Rock, as you probably know, except he's not the Rock. He's Alex Decker, super-spy, and in the first level he goes undercover. Oddly, though, Midway have decided the best way to portray Rock as 'undercover' is to deck him out in aviators and a big moustache. He looks like the policeman from the Village People. Then you stroll about doing wrestling moves – suplexes, DDTs and the like – on enemies. It's ludicrous, high-camp gaming and quite funny – crucially, however, it's funny in a 'laughing at' rather than 'laughing with' kind of way.

Rock bottom

But there's limited entertainment in that, and you'll soon realise that *Spy Hunter* is broken. Wander into a corner, for instance, and the camera often doesn't know what to do, usually settling for offering either an excellent look at the back of the Rock's finely-sculpted hair or an equally superb view of the bad guys from over the top of your head – so while you can see them, you can't see yourself. Then there's the bit where you pick up enemies and chuck them across the room and they float like paper, or the occasions we died without quite knowing why (perhaps we got shot by someone, but we didn't hear any gunfire). Or the fact that it takes such a long time to change weapons that you'll probably get blown to bits while you do so. Or that when you get knocked over you'll drop your gun...

Car for the course Rock's spy car is called the Interceptor. Quite what it intercepts is a bit of a mystery, though.

On yer bike Here's the Rock on his motorbike. It can change into a car and a boat as well. Clever, eh?

The list goes on, but this latter is the most infuriating. Fall in an explosion and once you're on your feet, you'll try to dish out your own Rock-endorsed brand of death... only to discover your gun is several yards away, you're unarmed and you're about to be filled with more holes than a rabbit warren.

Drive you crazy

But as we all know, *Spy Hunter* is also about driving at speed. These rubbish on-foot sections are a new, unwelcome addition – and one that takes up most of the game, depressingly. The vehicle bits, fortunately, are just about bearable. Faint praise, we know, but they do show a modicum of improvement on previous PS2 *Spy Hunters* – once you've turned the controller sensitivity down, that is, otherwise you'll be crashing more than a destruction derby racer on disco sweets.

Happily, these segments are quite quick (but only quite) and the 'car-becomes-boat-becomes-car-becomes-bike' dynamic is diverting enough. It's passable stuff, but no more than that, and unfortunately for *Spy Hunter*, we found ourselves fantasising about what *Burnout* makers Criterion could have done with the same idea, and how stupidly exciting it would be to play *Burnout*, launch your car off a pier, watch in awe as it transformed seamlessly into a boat and carried on, whipping through the waters at speeds *Spy Hunter* could only dream of.

There are scores of better driving games, better shooting games and – of course – better games that do both, like *GTA*, *Scarface* and *Just Cause*. *Spy Hunter* plays badly, looks worse, and thinks it's OK to have cut-scenes that use the in-game engine and consist of two men standing next to each other, static as statues – not even moving their lips – reeling off hackneyed dialogue just to shift the plot along a bit. We really hope the upcoming movie isn't as rubbish as this. **David Cook**

Fight night You can grab enemies, throw them about, suplex them or even hit them with the Rock Bottom.

Bonus bits

There are bonus missions too – shooting galleries, on-boat checkpoint races, that sort of thing. None are any more diverting than the main game, though, sadly.

PSM3 Verdict

***Spy Hunter: Nowhere To Run* contains...**
The Rock | Wrestling moves | The original *Spy Hunter* from 1903(ish) | Utter tedium

Overall A mess of a shooter-cum-driver. We can smell what the Rock is cooking, and, frankly, it stinks.

40

Pub Sega | **Dev** Sports Interactive
Price £30 | **Release** Out now
Multi-player 1-2 Wi-Fi

ON THE DISC
Like football? See our review of *Pro Evo 6*, then
DVD/PS2/Reviews

Chievo 0 FT 0 Inter
Name Cn Rt Gl Name
V. Sicignano (c) 94 7 - Júlio César
A. Mantovani 83 6 - Maxwell
D. Mandelli 82 8 - J. Zanetti
G. Scurto 85 6 - M. Materazzi
M. Malagò 82 7 - I. Córdoba
K. Kosowski 79 6 - F. Grosso
F. Semioli 77 7 - Á. Recoba (72)
M. Brighi 79 5 - E. Camblasso 82 6 -
A. Zanchetta 74 6 - O. Dacourt (91) 98 6 -
S. Pellissier 76 7 - Z. Ibrahimovic 77 6 -
V. Obinna 79 7 - Adriano 78 6 -
Select Home Tactics Away Tactics

Global fame International management is new this time around. World Cup quarters, no England. Typical.

Johnny foreigner You can manage abroad and top up your virtual tan rather than stick to rainy old England.

Football Manager Handheld 2007

Rooney's got competition as football's ugliest genius

For the uninitiated, loading screens that reel off Champions League qualifying results *without the use of pictures* or individually selecting your entire team's marking strategy can seem like the same level of horrific as finding out your girlfriend's called Steve and not Eve. But for those who understand *Football Manager*, its depth, its realism, its everything-but-the-deep-heat approach, it's every bit as brilliant a representation of football as *PES*.

SI's greatest achievement with *Football Manager* on PSP last year was to get it to work on handheld in the first place. This year it's all about streamlining, while bumping up your options. Flipping between menus is easier, allowing for a greater degree of control as you wade through the stats. There's more tinkering too, and a more 'emotional' feel to the players, giving your team and the opposition more personality. They'll get the arse if a club comes in for them and you turn down the approach, for example, while you're also able to deal with your superstars on a more personal level, defending them, praising them... or giving them the hairdryer.

Less is more

In some ways, the PSP version supercedes the PC original. Having to edit down key features has given some areas of the game, such as training, coaching staff and, in some instances, tactics, more accessibility. The scope of coaching on the PC version is often so intimidating, you end up letting your assistant or coaches sort out who does what in training. Here, you don't get the chance because that area of the game doesn't exist in the depth it did, so training ground chalkboarding becomes a vital component of your pre-match prep, rather than one you ignore for fear of getting lost in the 1,904th screen.

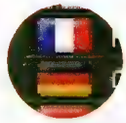
Plainly, though, the flipside of this is that *FMH*, in being squeezed down, has also lost a little of its magic. *FM* on PC is outstanding because it offers the most accurate player databases of any football game on the market. In losing that, *FMH* also loses one of its big brother's best bits: scouting. Unearthing that genius 17-year-old from the South African townships doesn't happen any more and as a result, the to-ing and fro-ing of buying and selling gets lost.

But despite being a Lite version of a game that's built around complexity, *FMH*, Crouch-style, exceeds expectations and stands tall.

Tim Weaver

Scout master There are far less scouting options than the PC version, but they're much easier to understand, so it's not too bad.

Leagues apart



The French, German, Italian, Spanish, Belgian and, erm, Aussie divisions have been added to *FM*. Strewth, etc.

PSM3 Verdict

***Football Manager Handheld* contains...**
Less than the PC version | Perfect handheld suitability | Realistically moody players

Overall Inevitable sacrifices aside, *FM Handheld* takes last year's version and builds on it. A portable port masterclass.

86

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MOUTH WIDE OPEN	254428	PAPER MAKER	254413
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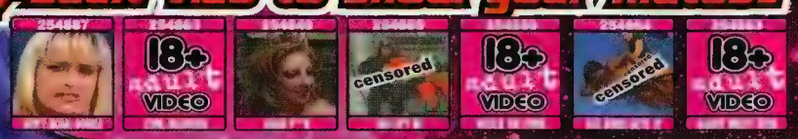

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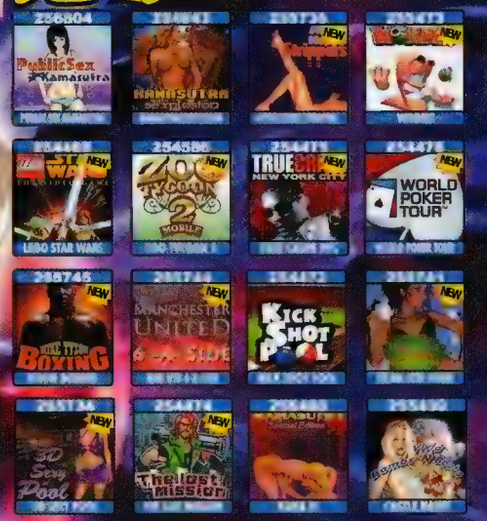

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PS2

Pub EA | **Dev** Maxis
Price £30 | **Release** October 20
Multi-player None

ON THE DISC
We'll be brutalising *Sims 2: Pets* on our DVD next month
DVD/PS

Pet sounds To tickle your pet, you select 'tickle' from a menu. There's absolutely no sense of involvement.

Cat nip Your pets won't attack you, even if you annoy them – they just sulk a bit.

Pig ugly Guinea pigs take a lot less care and attention, but they're dull like potatoes.

The Sims 2: Pets

And before you ask, no, you can't drown them

Yes, it's *The Sims* – with pets! Or, if you like, *The Sims – Flogged That Little Bit Too Far*. Anyway, now you can add furry pals to your Sim family. Pick a dog and you can choose from a large number of breeds, including bulldogs, dalmations and your own heinous custom half-breeds. Then you can go in and edit every aspect of your pooch, from his fur pattern, colour and body shape to the way he behaves, how clean he is and if he has pointy or floppy ears. The detail in the pet editor is the game's most impressive feature and you can make some hideous monstrosities, if you're so inclined. Other animals at your disposal include cats, guinea pigs and birds, all of which can be fiddled and disfigured with in the editor.

Once you've created a family it's time to build your house, which can be incredibly time-consuming. Faced with a blank patch of land, you have to build walls to create the structure of the house, apply wallpaper and flooring, plant trees outside, create a garden path and build a dog house for your mutt if you have one. Then when that's done you have to buy essentials for your family's survival – toilet, shower, cooker, fridge, tables, chairs, couches; all of which must be placed somewhere sensible. Also, to make your sim even happier, you have to tart the place up with paintings, sculptures, fish bowls, flowers and the like.

Animal hospitality

You'll also need to provide things for your pets. Different animals have different needs, so a cat will require a scratching post and a litter tray, while birds are going to need cages. They need to be fed too, of course, and generally looked after and pampered. Doing this will keep them happy and do the same for your Sim. Neglect your pets and they get all miserable and sullen. And then they'll rip your throat out in a revenge attack. (Not really.)

So there's a lot to be done. Shame that everything takes an age to load. You should be able to flick quickly between menus, but you spend your time watching a clock icon ticking as the game works its balls free just to place a chair in your lounge.

Meanwhile, you keep an eye on your meagre budget in case you've no money to feed yourself and your pets. It's like real life. But is that fun? No, but it is very, well, *Sims*... You spend your time nannying your family, feeding and playing with your pets, teaching them things, holding inane conversations with your neighbours and watching incessant loading screens. It's classic stuff but unless you're a fan you'll find the constant busywork a bit... *familiar*. After a days constant play we asked ourselves. "What's the bloody point?" There's no end, no pay-off... all you do is fill your house with pointless stuff, over and over again, until you die. And we can 'play' real-life for free, thanks. **Andy Kelly**

Best of show
You can dress your animals up in the pet editor. Their sullen faces as you cackle and force them to wear daft jumpers and top hats are hilarious.

PSM3 Verdict

***The Sims 2: Pets* contains...**
Loads of loading | Furry things | Busywork
Fur balls | Brown surprises

Overall Like the last *Sims* game, but with pets pooing on your sofa. It really feels too much like hard work.

53

Digital Bros | PS2 | Out now

Playwize Poker And Casino

We fold faster than a cheetah on laundry day

Unless you're the kind of person who watches late night poker on Sky Sports, we doubt you'll understand *Playwize*. Most of the 15 games have about seven pages of rules, making them largely impenetrable for all but the most hardened gamblers. If, like us, you think a Royal Flush is something the queen does after a night on the Rogan Josh, then you'll spend most of your time playing Roulette or Wheel Of Fortune, although we admit we enjoyed walking around the four casinos seeing the little virtual men holding their heads in their hands after blowing all their dosh. There are a few nice touches, like being able to get loans to subsidise your habit, but this is a game for poker nuts only. Everyone else should stick to Top Trumps. **Andy Kelly**

53

Square Enix | PS2 | November 17

Final Fantasy VII – Dirge Of Cerberus

A little less rubbish than before

Back in issue 75 we gave the Japanese version of this an absolute caning, sending *Cerberus* whimpering away with a pitiful score of 36. So has anything changed for the PAL version? Well it has, kind of... They've made it tougher than the Japanese game for a start, although this has been somewhat negated by the fact that you can now use lock-on for all game difficulties. In fact, the targeting in general has been improved, with a new semi-automatic option providing a decent balance between manual aiming and fully assisted lock-on.

The thing is, though, none of this really makes much of a difference. What was once a terrible game is now just an average one. *Cerberus* takes a loved franchise and sullies it with a deeply mediocre and uninspiring third-person shooter. Granted it looks nice, and it no longer feels broken, but that's hardly a ringing endorsement is it? Buy the classic original instead, which can be picked up on eBay for a tenner. Much better. **Dave Meikleham**

51

Xplosiv | PSP | Out now

Kazook

Rubbish name, worse game

***Kazook* is like *Ape Academy*,** but without the apes. Oh, and the fun. You get a set of minigames – abduct people with your flying saucer beam, blast zombies, do some 'funky' dancing, whatever – and then unlock more as you progress. Mind you, when you start you only get five and it takes *ages* to garner enough points to unlock some new ones, to the extent that you might not even bother. Even if you do, it doesn't get any more exciting, being little more than generic button-tapping fodder throughout. Worse is how long some of these games last – they're supposed to be *mini*games but you could be on some for ten minutes, racking up the highest score you can.

Nail in the coffin? The first game you'll play is air hockey. Air hockey against an AI opponent – can you imagine anything more dispiriting than that? Thought not. **David Cook**

41

Sony | PS2 | November 10

Buzz: The Sports Quiz

At least it keeps Jason Donovan in work

Get four grown men into a room, sit them in front of *The Sports Quiz* and watch the testosterone fly. This version of the quiz game has a few new features, such as a wheel of fortune style spinner round – where the arrow lands dictates which sport you'll answer a question on – and another where you can choose the number of points you gamble on a question. The infernal, unfair Pass The Bomb round remains, however.

With a group of friends *Buzz* is as fun as ever – if already beginning to feel a little old – and the cheating that often ensues is a surefire way to end friendships. But if you can claim you know which sport Britain won a gold medal for in the 1964 winter Olympics, then who really needs friends? **Nathan Irvine**

69

Metro 3D | PS2 | Out now

Earache Extreme Metal Racing

Also known as Extreme Headache Racing

People who enjoy wearing long dark robes, listening to the kind of heavy metal that makes your ears bleed will love *Earache Extreme Racing*. At least that's the idea. To get an idea of how *Earache* handles imagine the car combat of *Twisted Metal* mixed with a thoroughly unwholesome version of Wacky Races. Instead of Peter Perfect and Penelope Pitstop you've got twins in bondage gear and what looks like the long lost cousin of Pigsy from *Manhunt*.

This is Spinal Crap

The game carries this satanic motif throughout and all the vehicles and tracks sport suitably perverted themes. The designs of the tracks are actually quite interesting, with hazards such as giant mincers, lava-filled caverns and massive mechanical creatures acting as tunnels. But things fall apart quickly when you actually start driving, because the handling on each vehicle is so unyielding. As a result each race becomes a constant battle to keep your car from flipping over every time you turn a sharp corner.

By far the biggest problem *Earache* suffers, though, isn't the unresponsive handling or the general texture quality and frame rate of an N64 game, but the terrible balancing of weaponry. *Earache* gives a huge advantage to vehicles with projectiles, as the melee weapons in the game are so cumbersome. Granted, some are satisfyingly visceral when you do connect, but they're rendered worthless by the fact you have to be so close to your opponent to hit them. They also take several seconds to swing. Pointless.

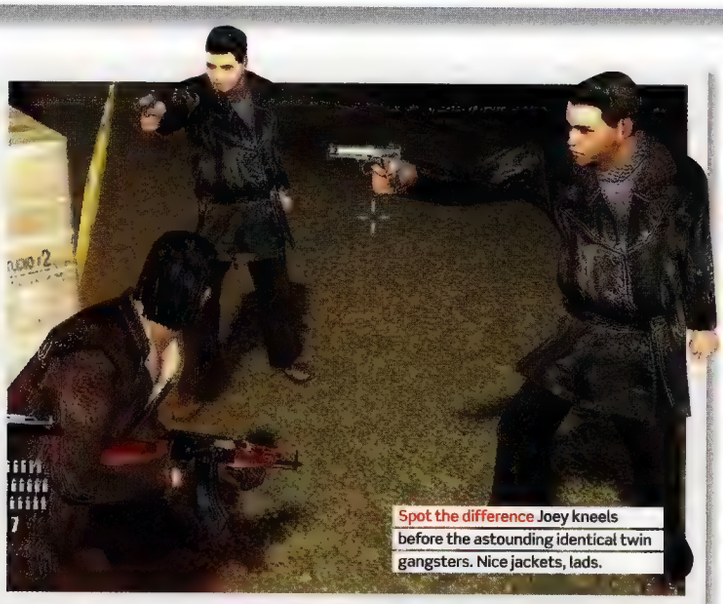
Whether or not you like the music which litters the game is a matter of personal taste, but the gameplay is not. Quite simply it's choppier than the maiden voyage of te Poseidon and, although *Earache* is only 20 quid you'd be better off with a copy of *Twisted Metal Black*. **Dave Meikleham**

PSM3 Verdict

A poor man's *Twisted Metal*. Steer clear.

32

ON THE DISC
Hear us reviewing the PS2 version of *FIFA 07*
DVD/PS2/Reviews



Spot the difference Joey kneels before the astounding identical twin gangsters. Nice jackets, lads.

Mastertronic | PS2 | November 11

Made Man

We prefer Maid Marian, ourselves

Mastertronic are claiming *Made Man* "actually represents the inner workings of organised crime". This surprised us, because we thought we were playing just another shonky, underwhelming third-person shooter. Instead, we find that going mental on the streets with a gun is how the Mafia really do their jobs. Sod this extortion lark. You lied to us, Coppola.

Made Man tells the tale of mobster Joey Verola's rise up the criminal ladder, and managed to immediately surprise us by plunging Joey into the Vietnamese jungle. Didn't see that coming, did you? He's a 'nam veteran, you see, and hey, it's a bit different to just running about some generic American streets, isn't it? Don't worry, though, there's loads of that as well. There are warehouses too, and graveyards and a few other locations. Not exactly original settings, but there are enough of them to add variety. Don't expect any of that in the gameplay, however.

Mow 'em down

The enemies are thicker than a thicket you see, happy to just stand about and let Verola shoot them. Meanwhile, he's virtually indestructible and it takes a lead hurricane to fell him. This, coupled with the plentiful pick-ups, means you can often make progress just by standing still and repetitively downing each baddie one by one, rarely feeling the need to duck behind the environment for protection.

Having said all that, there are scraps of fun to be gained in *Made Man* – the action barrels along quickly and the guns feel properly weighty. But it looks and feels like a mid-lifespan PSone game – the textures are *so* basic – and if you haven't seen absolutely everything *Made Man* has to offer before, this must be the first shooter you've ever played. And we don't believe that for a second. **David Cook**

PSM3 Verdict

Predictable and uninspiring. Best leave it well alone. **50**

EA | PSP | Out now

FIFA 07

Still searching for that bouncebackability

***FIFA* on PSP truly is the** Paul Dickov of football games. It's small, well formed and an utter nuisance at times. While this year's edition plays a competent game of football, it still feels clunky and rather robotic. Shooting can also be a tricky affair thanks to the size of PSP's screen and the inaccuracy of the analogue nub.

To its credit, though, *FIFA* does include all the options from the PS2 version, including a full Season mode. And, as always, the presentation is fantastic, from the rendering of the shiny Emirates stadium to the authentic strips of the Mexican league. But while *FIFA* may be a decent alternative to *Pro Evo*, it's still more Bolton than Barcelona. **Dave Meikleham** **76**

SNK | PSP | Out now

Metal Slug Anthology

Milf's in heaven, but no-one else cares

On paper this looks like the biggest bargain of the century. Seven *Metal Slug* games for 30 quid? But then, of course, you realise that all *Metal Slug* games are identical, all containing the same 'classic' 2D running around and blowing things to smithereens action that peaked in the early '90s. While the game has an undeniable charm – we defy you not to smile when you rescue a dancing caveman – its appeal is ultimately limited. That said it could be argued that *Slug*'s breakneck pace and arcade qualities are more suited to short bursts of play on PSP rather than a PS2. You want retro? This is it. It's entertaining, amusing and its screen-filling boss battles are impressive, but it's completely throwaway. **Andy Kelly** **72**

Sony | PSP | Out now

MotoGP

It's PSP's best bike sim! And it's *only* bike sim

Afer playing *MotoGP* for a few hours you start to feel like your 65-year-old neighbour. You know, the one with the crippling arthritis? Even though the game kills your fingers – there are, as ever, problems with the analogue nub – the actual handling is genuinely rewarding. It looks brilliant as well, especially during the replays, and at times you'd swear you were playing the PlayStation 2 version. The trouble is, though, mastering the handling and racing lines takes a little too much dedication for a game that you might only play on the bus. And being a bike game, it still remains an acquired taste. But if you're looking for a challenge and have the patience, this is well getting on your bike for. **Daniel Griffiths** **79**

Sega | PS2 | Out now

Virtua Pro Football

Better than *PES*! No, only joking

This is a broken mess. Despite its twee charm, especially in the barmy RPG style Career mode – go out, get drunk, go on dates... much like *Let's Make A Soccer Team* – the action on *Virtua*'s pitch is a disaster.

Play is sluggish, choppy and utterly amateurish. Sega have at least tried to crowbar in a few attempts at innovation, like the one-on-one mode – the camera zooms behind a player and you jab buttons to jink past your marker – and *Madden*-style set-piece choices, but these are just gimmicks masking a rotten game. Please avoid. **Dave Meikleham** **42**

PSM3 Recommends

The best games from the last few months

Lego Star Wars 2
Eidos | PS2
"Almost endless replayability, improved co-op and, most importantly, good old-fashioned fun. *Lego Star Wars 2* is cute, funny and hardcore."
PSM3 Rating 91%

Pro Evolution Soccer 6
Konami | PS2
"A slower, more physical and realistic sim of football's highs and lows. The least evolved *Evo* yet, but probably the best."
PSM3 Rating 91%

Kingdom Hearts 2
Square Enix | PS2
"It's like *Final Fantasy*, but with real-time combat and full of Disney characters. So epic and wonderful-looking, we nearly choked on our own testicles."
PSM3 Rating 94%

PSM3 Awards

The highlights (and lowlights) of this month's reviews are...

Want it? Tick it!

Hi-Score Table

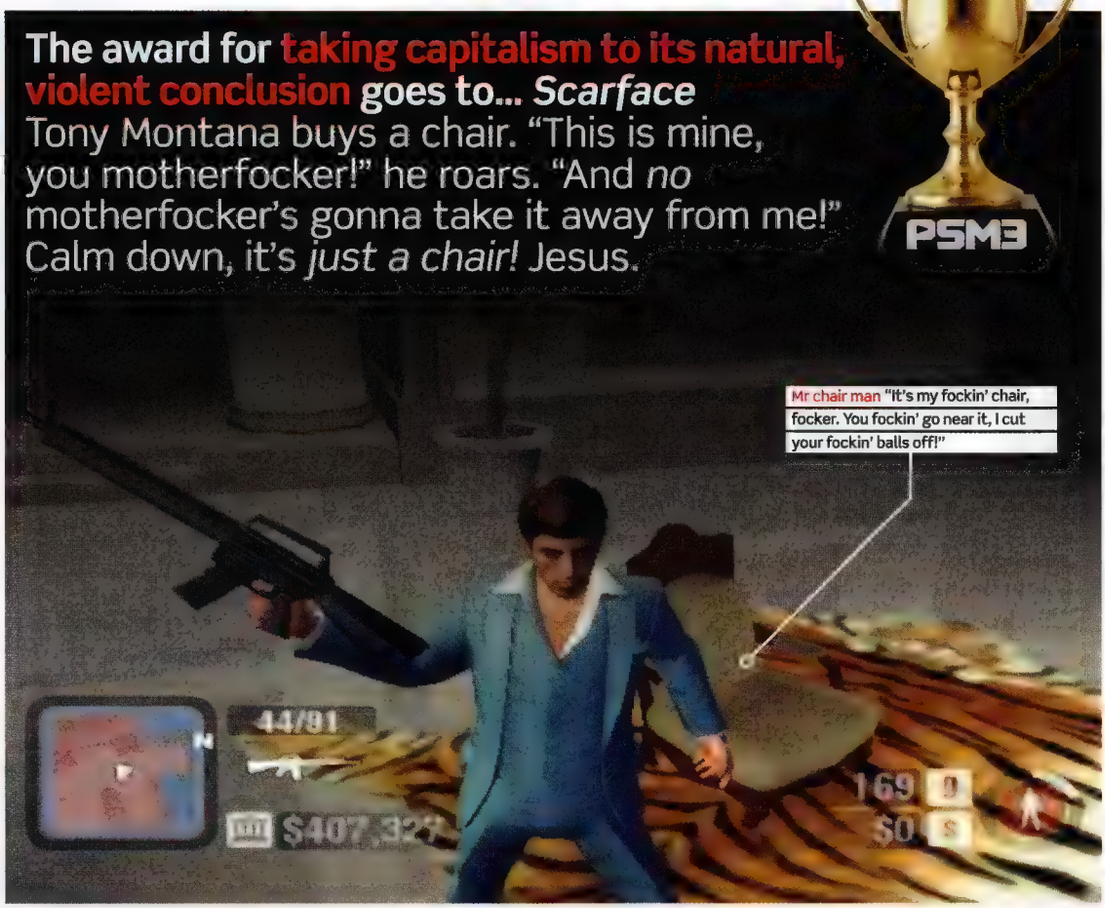
☐ Canis Canem Edit	p22	93%
☐ Scarface	p80	89%
☐ FM Handheld 2007	p92	86%
☐ Killzone: Liberation	p88	86%
☐ Splinter Cell: Double Agent	p84	85%
☐ Every Extend Extra	p78	83%
☐ GTA: Vice City Stories	p68	83%
☐ NFS: Carbon	p72	83%
☐ God Hand	p86	82%
☐ MK: Armageddon	p76	80%
☐ MotoGP PSP	p96	79%
☐ FIFA 07 PSP	p96	76%
☐ Metal Slug Anthology	p96	72%
☐ Buzz: The Sports Quiz	p95	69%
☐ Playwize Poker	p95	53%
☐ The Sims 2: Pets	p94	53%
☐ FF7 – Dirge Of Cerberus	p95	51%
☐ Virtua Pro Football	p96	42%
☐ Kazook	p95	41%
☐ Spy Hunter	p90	40%
☐ Earache Extreme Racing	p95	32%

EMAIL PSM3
Praise or kick our reviewers by writing to: psm3@futurenet.co.uk

ON THE BLOG
Find out what we're reviewing next issue at: psm3mag.com

The award for taking capitalism to its natural, violent conclusion goes to... *Scarface*

Tony Montana buys a chair. "This is mine, you motherfocker!" he roars. "And *no* motherfocker's gonna take it away from me!" Calm down, it's *just a chair!* Jesus.



Buyer Beware!

The games they're afraid to send us

Pippa Funnell: Take The Reins Ubisoft
"You play as a young girl who has joined one of the most famous riding schools in Scotland!" Have we been sent this? Neigh.

10,000 Bullets 505 Game Street
In which your character befriends a Frenchman called Judas. If we know one thing, it's to *never* befriend people called Judas.

Spinout GhostLight
It's got a pinball on the cover. It's got a pinball-esque name. But it is, in fact, "an all action arcade racer with wild stunt courses". Starring a pinball.

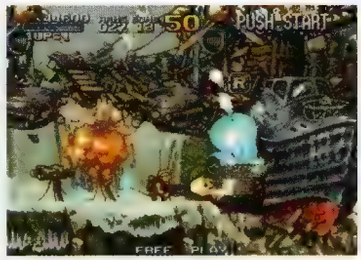
Scooby Doo! Who's Watching Who? THQ
Great title.

Publishers tend to withhold review copies when they know their game stinks. Wait for our review, eh?

The Village People tribute award goes to...

Spy Hunter: Nowhere To Run
The Rock goes undercover and manages to look even more camp than he did when he was wrestling with men for a living. Phweeep!

The making Milf deliriously happy award goes to...



Metal Slug Anthology
Not one, not two, not eight, but *seven* joyous *Metal Slug* games on one disc. We haven't dared tell retro nut Milf about it yet. He'd *explode.*

The is that music or engine noise award goes to...

Earache Extreme Metal Racing
We know we sound like our parents here, but is *Earache*'s soundtrack really music or is that the sound your kart makes? *We can't tell.*

Next issue of PSM3 is on sale November 23

16+
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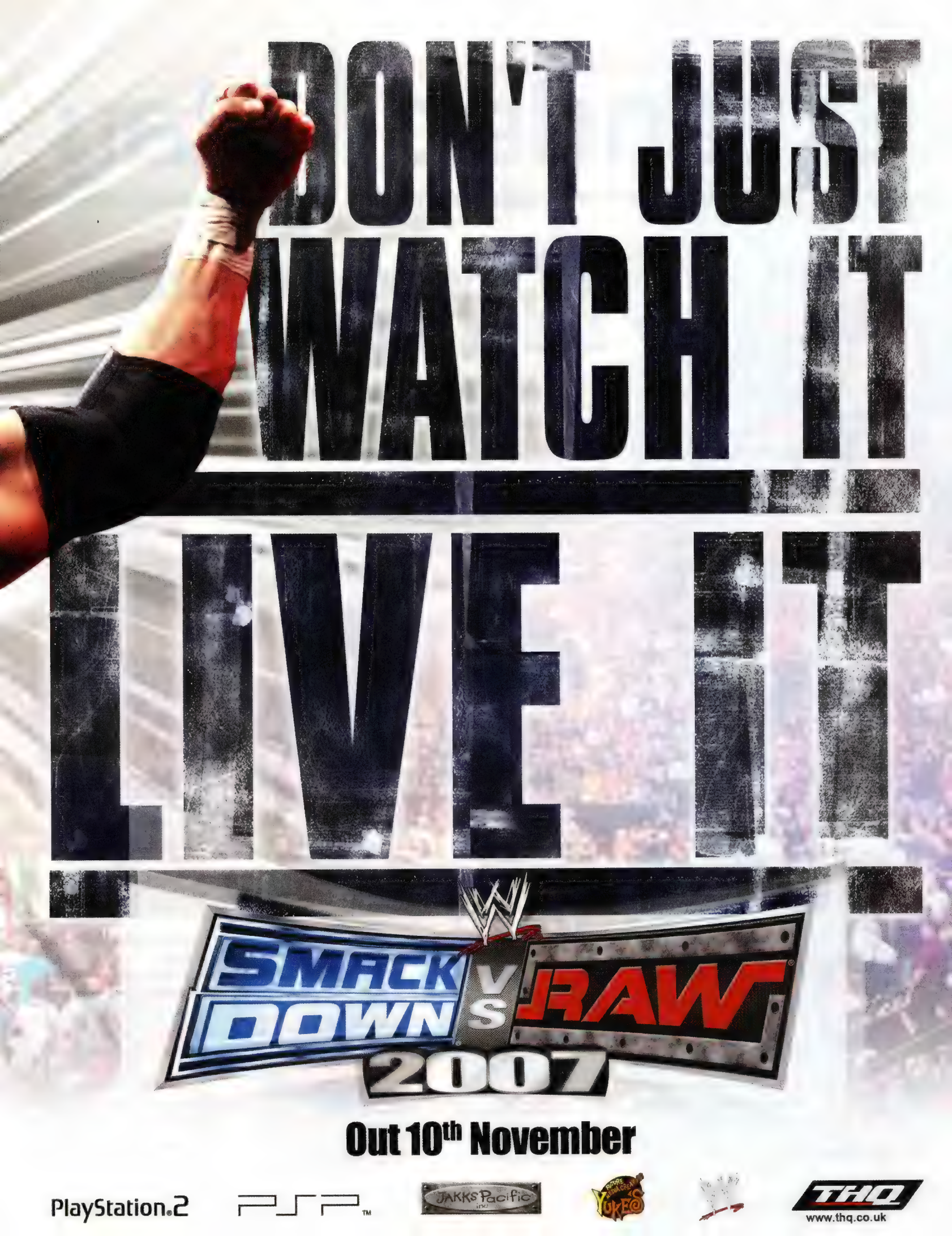
LIVE


DON'T JUST
WATCH IT
LIVE IT
SMACK DOWN VS RAW 2007
Out 10th November
PlayStation.2
PSP
JAKKS Pacific inc
YUKE'S
THQ
www.thq.co.uk

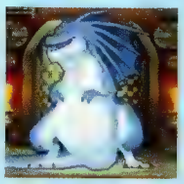
Extended Play

Start

GENIUS

102 The Top 10 'what the...' moments from *Lego Star Wars 2*
You won't believe the (Lucas-approved) lunacy.

EXPLOITS



106 The hardest beasts in *Dragon Quest*
Collect the finest dangerous enemies in your quest for success.

SECRETS

108 Fly with the hawks in *Colossus*
One of the best moments of one of the best games

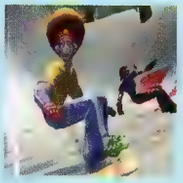
FACE-OFF

110 Lamp the Frosties kid in *Smackdown*
"I can hear the sound of Frosties hitting me pl– Aarrgh! Ow! Jesus, no!"

ONLINE

112 Go online in *Metal Gear Subsistence*
Why Koj's epic is one of the greatest online games on PS2.

CLASSIC



114 Why *Tricky* is the best *SSX* ever
Tricking up the slopes in the most fun extreme sports game ever.

NATION

116 PSM3 take on greatest *Virtua Fighter* player of all time
Can we beat the *VF* world champ? No.

NATION

118 Sexy Japanese ladies dress as games characters for their pleasure and ours
Enough said.

PLAYSTATION CELEBRATION

The secret history of Virtua Fighter

Fact: *Tekken*'s much-loved 'storyline' reads like a soap opera written by a hyperactive toddler. Which bit *exactly* makes the most sense: the fact that the Mishima family have been burying each other underground, throwing each other into volcanos and blowing each other up with nuclear destructo-bots for the last three generations? The man made entirely of wood? The girl who's fighting to build a theme park and a time machine? The *kangaroo*?

By contrast, *Virtua Fighter* isn't quite as deep, but isn't one-tenth as insane, either. The basics are simple: the J6 are an evil corporation who, as a sideline, make sexy fighting robots. Some of the Virtua Fighters work for them, others hate them, a few are being chased by them and one who's just got himself involved because he wants to buy himself a fishing boat. But who's who? And what's happened in the tournaments up until now? Get yourself up to speed with our easy-to-access *VF* family tree.

BRAD BURNS

Despite his name, pointy-bearded Brad's actually Italian. He fancies himself as a ladies' man and is probably entering the tournament to impress girls.

Best Move Lumpini (Back, Punch, Kick)

EILEEN

Despite speaking Japanese, wearing a Korean outfit and having an English name, Eileen's Chinese and does kung-fu. Her granddad taught it to her. Aw.

Best Move Wait and see...

EL BLAZE

El B, as we've taken to calling him, has a 'history' with Wolf Hawkfield. His moves are taken from All Japan Pro Wrestling star Kenta Kobayashi.

Best Move To be revealed...

WOLF HAWKFIELD

Wolf has dreams about the apocalypse, and 'enjoys karaoke'. He's entering the to stop the J6 trashing his homeland.

Best Move The Steiner Screwdriver (Forward/Down, FD, P+Grapple)

SHUN DI

96-year-old alcoholic Shun is searching for one of his former pupils, who's gone missing. Maybe they started hitting the AA meetings, eh, gramps?

Best Move Rengeki Kaitai (P, P, ↓, K)

TAKA ARASHI

Sumo chubster Taka is the only fighter to have been added and then taken off the roster – he appeared in *VF3*, but was dropped from *VF4*. No-one cried.

Best Move Ground Slap (D+P)

AKIRA YUKI

A kung-fu teacher, Akira's granddad tells him he's not good enough – even though he won the second *VF* tourny.

Best Move Rimon Chouchou (F, F, P)

AOI UMENOKOUJI

After training with Akira as a youngster, Aoi's developed a serious crush on him. She trains in Aikijutsu, but she's branching out... because it's *rubbish*.

Best Move Umeni (B, P+K)

KAGEMARU

Kage is fighting to find the spare parts he needs to save his mum from the J6.

Best Move Kotogaeshi (high punch reversal, B+P+G)

JEFFRY MCWILD

Aussie fisherman Jeffry fights because he needs the money to buy a boat so that he can catch the infamous Satan Shark. Two words: newspaper round.

Best Move Spine Buster (↓, P+G)

VANESSA LEWIS

Vanessa's part of the special forces. Her dad was killed by the J6, so she doesn't like them much. Her hobby? Singing.

Best Move If you don't move the stick, she *automatically* counters punches.

LION RAPHAEL

Lion keeps entering the tournament to break away from his arms-dealing dad, who's proud of his son's foppish hair and Praying Mantis skills. We hate him.

Best Move Fujinkyaku (F, F, K)

DURAL/J6

The J6 are each named after a tarot card – Judgement, the Devil, Wheel Of Fortune, The Moon, the Tower and Death – and they're trying to take over the world. By creating shiny ladybots, apparently. Best way.

Best Move It's a secret

SARAH BRYANT

Sarah was brainwashed to beat her brother up during the third tournament, but discovered a taste for it. Now she's after him just for a laugh.

Best Move Somersault kick (P, P, P, B, K)

JACKY BRYANT

Jacky just wants to get his sister back from the J6 so he can go back to his simple, risk-free life as, erm, an Indy Car racer.

Best Move Back knuckle (P, P, F, P, P)

PAI CHAN

Pai continues to get beaten up by her dad every year – even though he's had an 'incurable disease' since *VF4*.

Best Move The Renkan Tenshinkyaku (P, P, P, K)

LAU CHAN

Lau's looking for a worthy successor to his Koen Ken fighting style. His kid's no good because he always beats her.

Best Move Double stomp (↑+P on a downed opponent).

LEI FEI

Lei's part of a group of monks supposed to kill enemies of the emperor. This means Lau, but Lei admires him and wants to learn his style...

Best Move Nikibunkyaku (F, ↑, K)

GOH HINOGAMI

Goh's dad was an Olympic judo champion, but after his murder little Goh was adopted by the J6. His hobby is 'collecting silver things'. Right...

Best Move Tsuchigomu (F, F, P+G)

Pub Lucasarts
Dev Traveller's Tales
FYI PS2 | 2006 | PSM79 91%
All the fun of the original Lego Star Wars, but now about the films that people actually like. All the classic scenes from the films and loads to unlock. Ace

10 amazing secrets to discover in Lego Star Wars II: The Original Trilogy

Dave Meikleham

1 AT-ATS IN DISGUISE

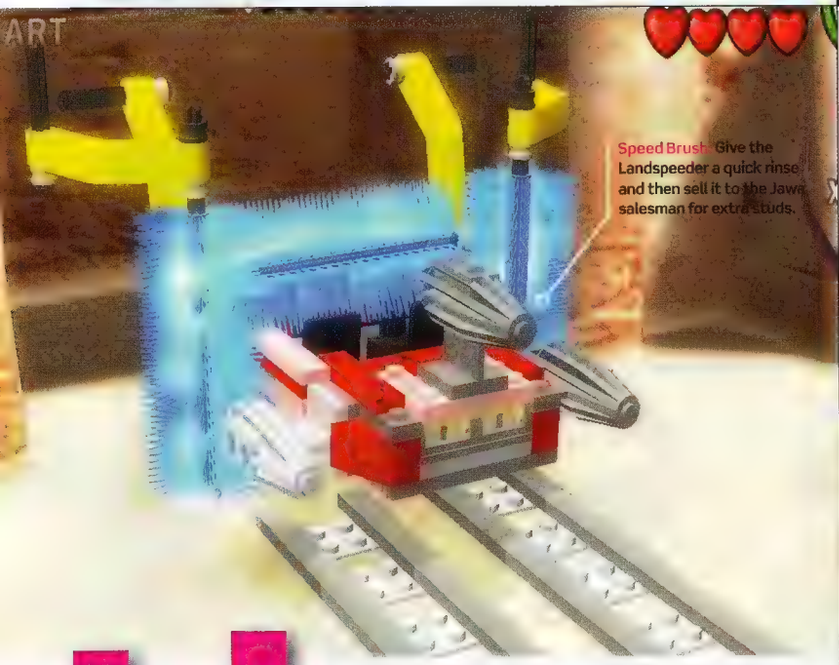
How do you hide a hundred foot walking emperial death machine? Just bung a comedy moustache and glasses on it of course! Hey presto, no more AT-ATs – those pesky rebels will never see them coming. We don' t think we'll ever look at the start of Empire in quite the same way again. To unlock this comical extra, just buy the Disguise cheat from the Mos Eisley cantina, then start the Hoth Battle level with it activated from the extras menu. We only wish the movie prequels had Traveller's Tales' sense of fun.

3 CHEWIE CARRYING C3-PO

Everyone's favourite camp droid has a hard time in Empire Strikes Back. He's separated from his best bud R2-D2, gets told to shut up by every other character in the film and eventually ends up in pieces after stumbling upon some stormtroopers in Cloud City. Recreate this classic scene from Episode Five by buying the extra from the cantina and then activating it on the Betrayal Over Bespin level. Look at how stressed he is – he's bumped around on Chewie's back without his metal mojo. Watch where you're going, you furry oaf!

2 BASE-JUMPING ON ENDOR

We all know the Ewok stuff in Return Of The Jedi was pretty horrible, but it wasn't bad enough to make you top yourself was it? Don't worry though, this cute little stormtrooper is just indulging in a bit of base-jumping. Who'd have imagined Emperial Extreme Sports eh? Just go to the Battle of Endor chapter from Episode six to access this scene.



5 MEGA MULTIPLIERS

If you're the kind of gamer who can't be bothered going through levels and shooting every single object in site to collect studs, then you're in luck. Collect Power Bricks to unlock Stud Multiplier extras, then simply activate the 2x, 4x, 6x, 8x and 10x together for massive scores. Just don't blame us if you can't look yourself in the mirror afterwards. Cheaters.

4 AT THE SPEEDER WASH

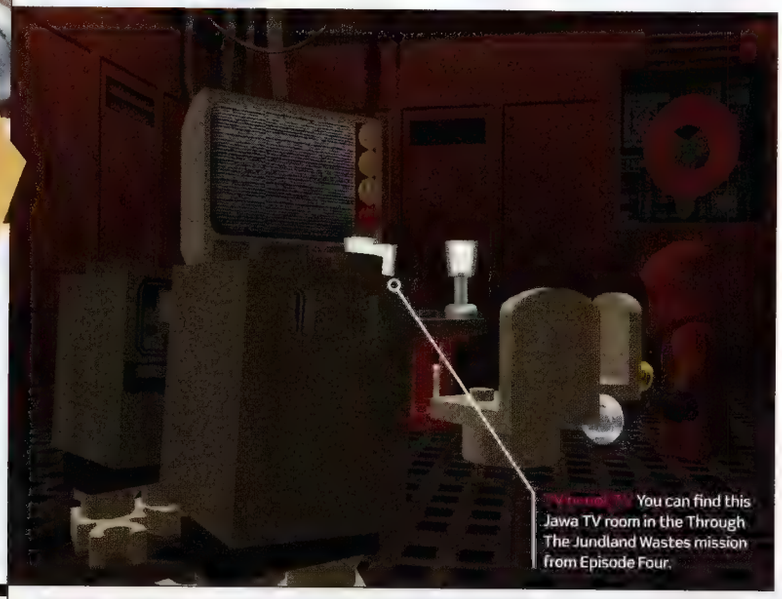
Want to give your 'speeder a spruce up? To give it that extra bit of gloss, use an AT-ST on the barrier near the womp rat shooting gallery on the Mos Eisley stage. You can then sell your shiny new ride to the Jawa car salesman for bonus studs and if you clean it again you'll earn a few more.

ON THE DISC
We reviewed *Lego Star Wars II* on our issue 80 disc
DVD/PS2/Reviews

Who's the daddy Actually it's you, Darth. So don't go staring at your daughter's special Lego parts like that.

7 JAWAS WATCHING T.V

Now we know why they have such beady little bloodshot eyes – it's all the hours they waste watching Pimp My Droid. On the Tatooine level, from Episode Four, there's a hidden room complete with TV set, lazy boy Lego chairs and even a chat show featuring gonk droids. We'd rather watch them than Jeremy Kyle any day.


You can find this Jawa TV room in the Through The Jundland Wastes mission from Episode Four.

6 DANCING LEIAS

Not exactly like the Carrie Fisher version eh? Though have you seen her recently?... Just hold down her special attack and she'll perform a little dance. Is that a Lego blaster in little Han Solo's trousers or is he just happy to see her? And on a side note are we the only ones who find this slightly arousing? Anyone? Don't look at us like that, or we'll tell everyone that you looked up the skirts on your sister's Barbies. Don't deny it.

Spinning your head IG88 is one of the few droids in the game who can fight. But he's still not as sweet as R2 and 3Po.

8 IG88'S 'HEAD' ATTACK

We've seen plenty of people in the PSM3 office lose their heads over heated lunchtime *PES* matches, but this is just ridiculous. Just purchase the IG88 assassin droid from the cantina and start battering the baddies with *your own skull*. It's just like using a lightsaber, except for the cool glowing... or those funking humming noises. OK, it's nothing like using a lightsaber. So sue us.

9 LEGO CITY

Collect all 60 golden bricks to unlock the ultimate bonus level. It may take more hours to unlock than any sane person has, but surely it's worth it to see Boba Fett frolicking in the little Lego playground or seeing the Emperor burn rubber around the suburbs.

Lego car wars Nothing beats a nice relaxing Sunday drive around Lego city.

The ones we didn't pick...

Mini Kit missions
These are at the end of each [illegible] and you use the [illegible] vehicles [illegible] vehicle stages.

Slave 1
[illegible] Slave 1 [illegible] Bounty Hunter missions. Like Lego Hitman but with [illegible] puzzles to find and collect all [illegible] from the film.

EMAIL PSM3
Disagree with our choice? Then send us your picks
psm3@futurenet.co.uk

10 DARTH MAUL VS DARTH VADER

Let's settle this once and for all. It's the battle any self-respecting Star Wars fan would like to see: Vader vs Maul. So who's the hardest? If you've got a save from the original *Lego Star Wars* you can import Episode One's main baddie into the original trilogy. We don't know about you, but personally our money is on the Liam Neeson-murdering badass with the double ended saber... Let's be honest, Vader struggled to beat Alec Guinness. Any bets?

ON THE DISC
Like RPGs? Check out our *Phantasy Star Universe* trailer on the DVD

PLAYSTATION EXPLOITS

Collect the best monsters and weapons in Dragon Quest

Nathan Irvine

EMAIL PSM3 @
Want a game exploded in ludicrous detail? Tell us:
psm3@futurenet.co.uk

CHARACTER COLLECTION The 25 best legendary monsters

Pub Square Enix
Dev Level 5
FYI PS2 | 2006 | PSM74 90%
This cel-shaded RPG is the equivalent of *GTA: San Andreas* in terms of scale and things to do. As you battle to reverse the curse of King Trode, you'll come across casinos, a gentleman's club and a host of cute-faced slimes to ram your sword through. An absolute treat.

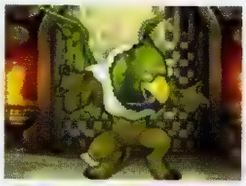
Throughout *Dragon Quest* you'll stumble across monsters lurking in the wild. These beasts can be used in the Pokemon-like Monster Arena and can even be called on to lend a hand in tough fights. Here are the best ones...

Find monster... Archfiend
Find it Untrodden Groves, Tryan Gully
Being immune to magic spells is always good, but this purple demon can also hit back with powerful Kaboom attacks and give the enemy a good forking.

Find monster... Arges
Find it Untrodden Groves, Tryan Gully
This club-happy cyclops is quicker than his two brethren, which means he can dodge attacks well. He's not as strong or tough as the others, though. Bums.

Find monster... Brontes
Find it Isolated plateau (Daytime)
He's certainly the best all-rounder of the cyclops family and can crush the skulls of his foes with a whopping critical hit. Get him a job as a bouncer immediately.

Find monster... Steropes
Find it Princess Minnie's island
No, this isn't Brontes again. You'll only see Steropes when you achieve Rank B in the Monster arena, but he's much harder than the other one-eyed giants.



Find monster... Gryphus
Find it West of Argonia on high plateau
You'll need the Godbird flying ability to get to this bird's location. Gryphus can cast Kabuff to increase his defence and at his peak can cause fairly high damage.

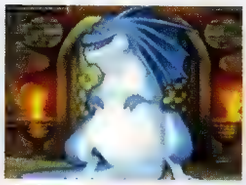
Find monster... Brickman
Find it Maella region
He's not the most powerful of monsters that you'll face, but his heavy attacks make him essential for competing in the early Monster Arena stages.

Find monster... Stoneman
Find it Northwest isle (Rank B)
You'll need the Godbird to fly to the mountain where he is. Too be honest, he's not so tough and tends to get wiped out too soon. He's one part of a great team.

Find monster... Goldman
Find it Isle of Neos (daytime)
On his own, Goldman is worthless but this shiny monster is the final piece in the creation of Mazin (see over page). His only plus point is that he's rarely put to sleep.

Find monster... Talos
Find it Isle of Neos (Rank D)
For a stone statue, Talos sure can move. He's fairly resistant to most spells and with a jab like Lennox Lewis you can be sure he'll knock out most attackers.

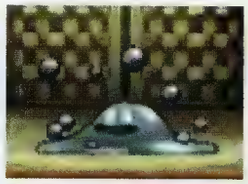
Find monster... Hackzilla
Find it Farebury Region
If Hackzilla didn't persist with his lame fire-breathing attack he'd be excellent. However, he can slice the enemy with health-sapping results.



Find monster... Frillsaur
Find it Untrodden groves, Tryan Gully
With his high attack and defence capabilities, Frillsaur is a decent monster to call upon. But a lack of magical spells mean he's a bit one-dimensional.

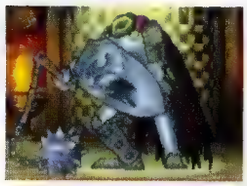
Find monster... Curer
Find it Arcadia region
Don't be fooled by its lack of attacking power, this magical slime is absolutely essential if you want to win the Monster Arena as it can Full Heal all of its allies.

Find monster... Metaly
Find it Alexandria region
Keep your eyes peeled for this elusive slime as catching him is difficult. Try using the Sabre cat to even up the speed balance. Comes to life as part of a team.

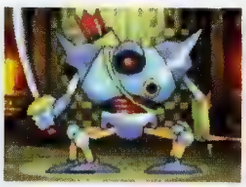


Find monster... Metabble
Find it Island west of Maella Abbey
He's immune to spells and can only be drained of 1HP point per successful attack. He can also hit back with a Kasizzle attack that fries the enemy.

Find monster... Hev
Find it Lake outside castle Trodain
You'll only encounter Hev when you defeat the Lord of the Dragovians. He's easily the best of the legendary monsters thanks to his extremely high defence.



Find monster... Mornstar
Find it The entrance of Blizzard Peaks
With the ability to double his attacks with Oomph, Mornstar is dangerous like metal bears. His heavy armour also makes him difficult to kill in battle. Powerful.



Find monster... Nohi
Find it Island by Lakeside cabin (Rank B)
The most dangerous robot since Ed-209 can damage all enemies with his laser attack. And thanks to his lightning quick agility, he can hit twice in one turn.

Find monster... Orrid
Find it Empycchu
Because this ogre can Psyche-up twice in one turn, his charge attack can be deadly. And though his HP is fairly average, when teamed up with Spike he's much harder.

Find monster... Spike
Find it Cape west of Pickham (Rank F)
While being fairly powerful, Spike also offers the skill of Multiheal so he can cure his buddies in battle. You need to be at Rank F before you can find him..

Find monster... Pa Troll
Find it Mountain plateau, Northwest isle
Out of all the club carrying monsters, Pa Troll can hit with the most damage. But while this lumbering beast is powerful he also often misses with critical hits.

QUEST FAQ

Q The monsters aren't at some of the locations that you stated. Why must you confuse us like this?
A True, some of the monsters may [illegible] there's one you can't find [illegible] because [illegible] monsters [illegible] than [illegible] Sorry [illegible] Trust [illegible]

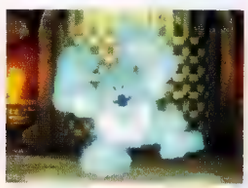
Q Why haven't you listed all of the monsters, eh?
A We haven't covered them all because [illegible] legendary monsters [illegible] interest of [illegible] essential [illegible] you'll [illegible]

Find monster... Spot
Find it East of Baccarat near a lake
With the reflexes of a cat, Spot can dodge attacks well. He can also scratch the opponent to death with a couple of critical hits. He's a good all-rounder

Find monster... Skeledoid
Find it Northwest isle
Old four-arms can blitz the opposition with two-hits in one turn and can also send the enemy to sleep with a powerful dozing spell. One of the better beasts.

Find monster... Bishop
Find it East of Simpleton (night time)
This ghoulish fiend has got magic skill by the bucket load. He uses Kaboom or Kasizzle to torch a group of enemies and can also resurrect fallen allies.

Find monster... Jockey
Find it Desert
The knife-wielding Frankie Dettori can attack twice in one turn. And his agile skeletal steed means he can dodge being hammered. His defence is feeble, mind.



Find monster... Jack Frost
Find it Blizzard peaks
He's as cold as ice and can certainly sacrifice some MP to kill an enemy using the deadly Thwack spell. Suprisingly, he's good at standing up to flame attacks too.

DEADLY The five nastiest enemies

You'll run into loads of unpleasant beasts as you prowl around the lands, but none quite so hateful as this little lot. You should go all out to avoid these critters. If you run into them, pray.

Avoid... Belial
Not only is this yellow demon unaffected by spells, he can psyche himself up a couple of times before attacking. They also tend to appear in packs. Nasty.

Find... Hellspawn
These are more durable than the Duracell bunny and twice as mean. Standard hits and spells cause minimum damage so make sure you're psyched up first.

Find... High roller
Though this die-eyed beast can be hammered quite easily, he can summon up allies by rolling a six. If he throws a one he powers-up and uses critical hits more.

Find... Pandora's box
This box of evil can conjure up the most deadliest of spells consistently. It's main killing moves are Thwack and Whack, which can kill the entire party in one go.

Find... Red Horn
For sheer tenacity, Red Horn is hard to beat. His high HP makes him a chore to wear down and his ability to reach a super-high tension is very dangerous.

TOUGH Meet the four hardest bosses

Ruin While legging it out of the Black Citadel in the sky – the place falling down around you – you'll be faced with this fella. The breathing embodiment of the building has really strong attacks.

288 : Lord of the Dragovians
Order by Type
All Monsters
EXP: 0
Gold: 0
Monsters Defeated: 5
Items Obtained:
Main Habitats:
Heavenly Dais
Description
The Lord of the Dragovians, who sacrificed his sanity in an attempt to abandon humanity. Returned to his senses through the efforts of Nellie and the party.

Lord of the Dragovians This scaly .ord only appears when you beat the Rhapthorne. His zen-like calm shouldn't be taken lightly as he can dodge and launch attacks with deadly effect.

287 : Rhapthorne
Order by Type
All Monsters
EXP: 0
Gold: 0
Monsters Defeated: 1
Items Obtained:
Main Habitats:
Areas Accessible By Air
Description
The Lord of Darkness himself, taken physical form, and grown powerful enough to absorb the massive Black Citadel into his new body.

Rhapthorne The epic battle with Rhapthorne begins with praying to the souls of Seven Sages and until they've taken his shield away, attacks are futile. But then he hits with *everything*.

292 : Golden dragon
Order by Type
All Monsters
EXP: 16350
Gold: 0
Monsters Defeated: 1
Items Obtained:
Seed of skill 1
Main Habitats:
Heavenly Dais
Description
A golden dragon with scales as bright as the sun at the height of summer. His limitless willpower and reserves tested Nellie and party during a long and arduous battle.

Golden dragon This fiery character is super-tough. Its defence makes it impossible to hit consistently and, to make matters worse, a normal attack can cause 500+ worth of damage. Ouch.

BLADES Make the best sword in Dragon Quest

Liquid metal sword You'd be forgiven for thinking that this shiny piece of kit was the number one weapon in the game. But this is only the first ingredient of a truly special piece of pain-giving pie.

Dragovian sword Disappointed when you realised this prized-sword was actually slightly worse then the liquid metal one? Us too. But it's about to get a whole lot better.

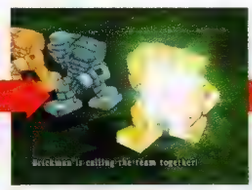
Super alchemy pot You'll need this super pot unlocked as one of your prizes from the Dragovian Trials. Slap both of the swords in and get cooking. A few seconds later and...

The greatest sword Voila! The best sword you'll ever get in *Dragon Quest*. It looks fairly similar to the Dragovian blade, but the shiny metal has made the silver bits shine like the stars.

TEAM A How to make Mazin

Using the location guide on the opposite page, find and recruit Goldman, Stoneman and Brickman and put them all into the same team to produce the strongest golem in the game.

Step 1... Unleash the team
When fighting outside of the confines of the Monster Arena use The Hero's ability to call in the rather suitably-named team, The Three Golems.



Step 2... Flash time
Brickman will call the team together and the material beasts will begin to flash brightly to signal the start of their mighty morphing powers...

Step 3... Shine on
Stoneman is the last person to give off his acknowledging glow and then the team are now ready to enter the final stage of transformation...

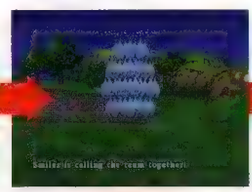
Step 4... Leap of faith
All three golems steady themselves and prepare to leap into the air and create something very special. All your hard work will finally pay off soon...

Final step... Mazin
It's done. The giant golem Mazin enters the fight and glows with a furious red aura. This fella means business and his attack power hits with real force.

TEAM B How to make Ultrus

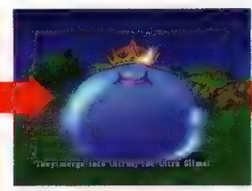
On their own these slimy little blobs aren't tough in the slightest, but if you can catch all three (check around Trodain, the entrance to Blizzard Peaks and the Isolated Plateau) they're incredible.

Step 1... Calling together
To kick-off this melding of slimes, Smiles – the leader – calls together an army of the cheery blue globs. They bobble about in preparation for the next bit...



Step 2... pull shapes
Once all of the team members have been summoned the slimes leap into the air to form a shape. The tiny fellas are about to morph into one...

Step 3... Here he comes
A manga-style flash of light and the king of all the slimes – Ultrus – is formed. It's almost job done, but the giant bolus has something else in store...



Step 4... Stand off
While gleaming – you know to show that he's a bit special – Ultrus stands proud and at this point would usually wait for the next move of the enemy...

Final step... Power slam
But down goes the first of the enemies as Ultrus leaps into action straight away, surprising the opposition and getting involved without warning. Bosh!

ON THE DISC
Check out the (gramble-free)
Metal Gear Solid 4 trailer

PLAYSTATION SECRETS

Hitch a ride on a giant hawk in Shadow Of The Colossus

"Can I grab onto anything else?"
Yes, you can. Smaller hawks spawn randomly around the world map that you can grab by leaping from Agro's back while at full pelt. You can also grab fish by the tail and they'll pull you through the water. Hilariously, if you kill a fish with your bow, you can still grab its motionless tail.

"Stunning views you won't believe PS2 is capable of"

1 The rock

Location scout Head to where the tenth colossus used to hang out before you mercilessly stabbed him in the head - that's B4 on the map, near the big scary tree. You'll see a rock next to the edge of a cliff and a hawk circling around it. Stand there and wait a while...

2 The grab

Grab bag The hawk will start to fly towards the rock. Just before he's directly above you, jump and hold the grab button. You should latch onto the feathery giant's talons. Your timing has to be spot on here - if you miss you'll tumble down to the rocks below.

3 The view

Sky above If your grip needs a bit enough, you can shake it to knock white-tailed lizards at save shinies - you'll hang on as the hawk takes you on a breathtaking aerial tour of the surrounding area. When finally gets tired, he'll drop you next to Agro.

PlayStation's best kept secrets uncovered every month

Secret weapon › Ico › Get the mace

Jump from this annoying piston thing, and hit the tree outside. You'll get a ball. Oooh.

Run back inside, through the little door and hurl the ball into the box, like Shaq at his finest.

And you'll have this – it's a mace, and will take out the shadows with the minimum of effort.

Hidden extras › Metal Gear Solid 3 › Koj's grumble stash

See this lady by pressing ↑ to look up in the dropship before Operation Snake Eater. Phew.

And she was in the bottom-left cell of the Granny Gorky underground prison. Coooorrrrr.

And she got in the locker room of the Groznyy Grad military base. Our trousers are *soaking*.

Secret character › Pac-Man World Rally › Be the Prince from Katamari

Family, just look. Pac-Rally. Easy mode. A blind baby could do that, right. Right?

And then you can be the Prince from Katamari. Here he is on the King's Kourse.

This instantly makes a mediocre racing game at least four times better. Hurrah for the Prince.

Ultimate Guitar Hero set-up

Want to master *Guitar Hero*? We suggest the following 'add-ons'...

The Top 5

Cheats you *must* know

1 The Godfather
Unlock all movies

At the Join The Family menu screen, press ○, □, ○, □, □, L3 to unlock all the movie clips from throughout the game.

2 Ultimate Ghosts N' Goblins
Infinite lives

Collect 30 lives and from then on, you will have infinite lives.

3 Juiced Eliminator
Unlock all Arcade mode cars and tracks

Go to the Cheats menu and type in PIES in order to unlock all Arcade mode cars and tracks.

4 FlatOut 2
All tracks

Enter GIVEALL as your name to unlock all tracks. You can then change your profile name to anything you like.

5 Shinobido: Way Of The Ninja
Iron stomach

Pause the game, hold L1 and L2 and press ↑, ↓, ↑, ↓, ←, →, □. Anything you eat from now is entirely edible and will restore your health. If only life was really like that.

ON THE DISC
Find out how the pros make an [illegible]

PLAYSTATION FACE-OFF

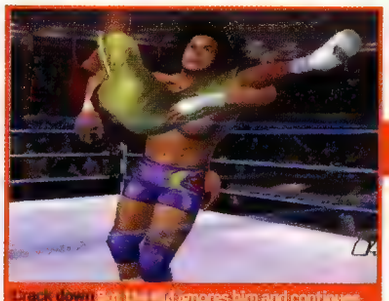
Make Frosties Kid cry milky tears in WWE Smackdown 2006

Andy Kelly

They're gonna taste great! Frosties Kid comes bouncing in, singing his trademark song. Great...

Cereal killer But as he nears the ring, Carlito yanks him in and gives him a decidedly 'Frosty' reception.

Knock out "It's less sugar!" wails Carlito, and serves up his special brand of sun-sweet 'break'fast.

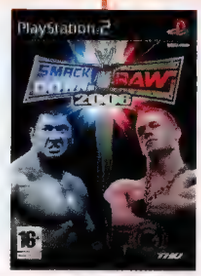


Crack down But the Kid ignores him and continues to sing through broken teeth. Time for more pain!

Hair time Infuriated, Carlito takes to the turnbuckle and flattens the red-shirted arse with his elbow.

Dance on [illegible] be singing for all eternity! Pass the sniper rifle.

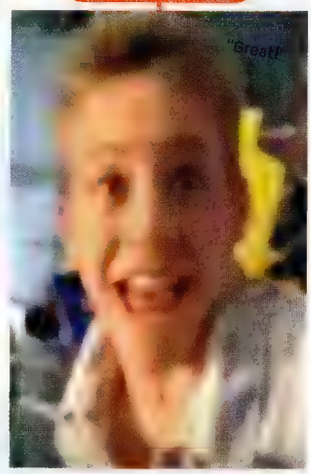
USE SMACKDOWN 2006



Go to Create A Wrestler mode

Editing Tip Input items in order given as some effects rely on layer stacking

MAKE THE KID!



Morphing Menu	
Head	(4, 61, 5, -43)
Eyebrows	(0, 22, -67, 0)
Eyes	(100, 84, 24, -99, -55, 78)
Nose	(26, 0, 61, 46, 0, 0, -3, 0)
Cheek	(78, 18, 29, -12)
Mouth	(100, -21, 29, 81, 0, 0, 55)
Jaw	(63, -30, 82, 51)
Age	16
Morphing Continued Menus	
Hair	34/91 (91, 51, 44, 90)
Eyes	9/27 (89, 73, 33)
Eyebrows	32/48 (89, 16, 7, 58)
Lips	2/85 (98, 50, 50, 100)
Face skin	1/8
Eyelids	7/22 (93, 50, 50)
Body Menu	
Body Type	Glamour/Slim +24
Height	5'8"
Outfit Menu	
Torso	Shirts 23/41
Feet Menu	
Shoes	6/47
Biography	
Name	The Frosties Kid
Nickname	Pain in the arse
Signs	RIP, Am I On TV?
Announcer Name	The Kid

Example Hair 12/91 (0,0,10) means use Hair 12 of the choice of 91 leave first two values as normal, change length to 10. Leave items without values as default.

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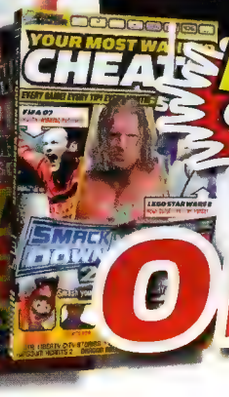

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ON THE DISC
See the latest Metal Gear 4 trailers now

PLAYSTATION ONLINE

Sneak to success in Metal Gear Solid 3: Subsistence

Dave Meikleham

Pub Konami
Dev Konami
FYI PS2 | 2006 | PSM78 93%
Arguably the finest single player experience on PS2, with more moments of genius than any other game we can think of. *Metal Gear* is an acquired taste but we suggest you acquire it sharpish. And what better way to do just that than with this superjumbo MGS package.

Playing *Subsistence* online is rather like having a really tasty burger, and then smothering it with slices of continental cheese and succulent rashers of bacon. Basically, it makes a good thing that much better. While most of the modes that can be played online are similar to those of many generic third-person shooters, *Metal Gear Solid*'s unique sense of humour – plus all the features from the much-loved main stealth mode – help lift this to a whole new level of greatness.

Take the ability to crawl under small spaces, use camo or even hide in a cardboard box, all of which help to freshen up deathmatches and give them a sense of strategy and whimsy that no other PS2 online experience can offer. In one heated team deathmatch, we happily hid under a truck, merrily shooting players in the spuds as they passed us by. Hiding under boxes is less helpful, although the comedy value of charging towards an enemy, pretending a few sheets of card are an impenetrable forcefield is priceless.

Supermarket sneak

Subsistence has a fairly steep learning curve, and you'll probably spend most of your early matches getting shot in the back or having your neck snapped by the multitude of gamers that like to use stealth camo. Persist, though, and you'll find that the game is superbly balanced, with each weapon proving helpful in certain circumstances. Snipers can easily be countered by grenades or by laying claymores, so camping isn't a huge issue like in *Battlefield 2*. Matches are also relatively lag-free and after a few hours you'll be popping off shots like Ocelot and skulking around like Snake in no time.

While the servers may not be packed full of players, there are more than enough to enjoy regular online matches. This smaller community gives *Subsistence* a more intimate feel and most of the gamers you meet are polite and enjoy playing in the right manner. *Metal Gear* online is just like its creator, Hideo Kojima – a real one of a kind.

ONLINE VERDICT

Lots of players? Quite a few and easily-enough for a steady stream of games
Buy it just for online? As if you needed an excuse to buy this. But online is ace

GAMEPLAY Defining moment

Playing the Sneaking Mission with Snake and charging at a group of guards, testosterone raging like Arnie back in his Commando days. OK, so it's not exactly 'sneaking', but it's still a lot of fun.

A lot of gamers on the *Subsistence* servers like to use aliases from the *Metal Gear* series, like FoxHound, the name of Snake's former unit.

It's the guards' job to stop us stealing valuable documents here. We should be trying to sneak past them, but we've just gone mad with our guns.

You'll find gamers from all over the globe on the *Subsistence* servers, like our German chums here.

FEATURES Geared to win

Online *Metal Gear* players tend to be pretty wiley and are often adept at selecting the right guns and gadgets to use to their advantage. Learning when to use stealth camo or when to hide in a box can give you the crucial edge you need to succeed. Follow these tips to acquire espionage excellence.

1 Stealth camouflage

Most useful in modes like Sneak, where one player takes charge of Snake and has to infiltrate enemy bases to steal pieces of microfilm. As the camo only has a limited battery life, you have to learn to use it sparingly. It's best used when crossing wide open spaces, where you're most vunerable to attack. The best tactic is to use stealth camo in bursts and then hide in the undergrowth for spells, to help scout your terrain. The camo is also a pick-up in the Deathmatch modes.

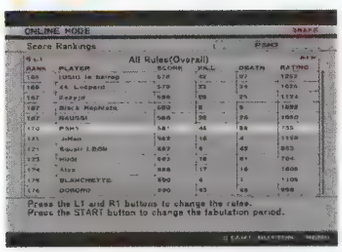
2 Boxed in

A favourite of the series since it was introduced in the first *MGS*, the cardboard box can be a useful device to hide with. Usually it's best to use these in doors and they work best if you try and hide next to other boxes. It's brilliant seeing players pass you by without giving you a second thought. The downside, of course, is that you're completely helpless while inside one and have no way to defend yourself. Go to first person view for a cheeky view through the peephole.

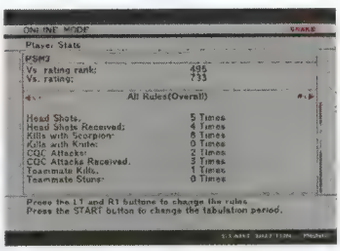
3 Easy as CQC

When all else fails you can always fall back on a bit of close-quarters combat. Get close enough to your enemy and you can snap their neck or just throw them to the floor. Unfortunately, this can be countered pretty easily and you'll leave yourself vunerable to fire if you mess it up. CQC looks great when you pull it off though, and there's no better way to humililate your opponent than shoving them face first into the mud. It's tough to pull off but makes you look like 'the man'.

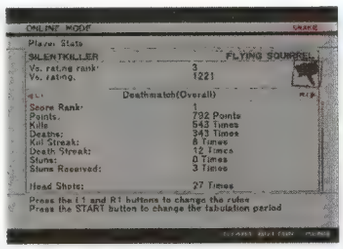
RANKS Solid stuff


ONLINE MODE
Score Rankings
All Rules(Overall)
Press the L1 and R1 buttons to change the rules.
Press the START button to change the tabulation period.

You can check your ranking from the menu. We're 170th, not bad – but then we figured out that there's loads of people on the same rank.


ONLINE MODE
Player Stats
All Rules(Overall)
Head Shots: 5 Times
Head Shots Received: 4 Times
Kills with Scorpion: 6 Times
Kills with Knife: 0 Times
CQC Attacks: 3 Times
CQC Attacks Received: 3 Times
Teammate Kills: 1 Times
Teammate Stuns: 0 Times
Press the L1 and R1 buttons to change the rules.
Press the START button to change the tabulation period.

You're rated on everything from headshots and enemies stunned, to number of CQC attacks. And also teammate kills... naughty us. Sorry.



Put in enough hours and you'll eventually get an animal ranking, like this bloke. He's an, er, flying squirrel... which is obviously a good thing.

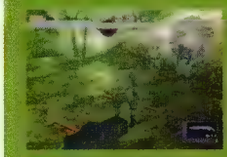
Online Highlights

Mission Report

1 A heated game of Capture The Frog starts with PSM3 grabbing the critter and pegging it towards our goal.

2 But alas, we cruelly fall [redacted] Pick yourself up, boys!

3 A mad bloke with a [redacted] burns the place to cinders.



4 [redacted] somehow manage to nab our little chum back and get it back to our goal.

5 [redacted] pass by help us defend th[redacted] make it. Go PSM3!

Harshest insult

Trash talk from cyberspace

"I'm gonna ass-punch you till you puke"

cphoenix

Community service

[redacted]

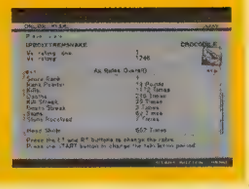
refreshing. There were one or two rowdy gamers, but they were quickly silenced with a chop to the chutney game of course. Overall, a decent group o[redacted] enjoy playing *Metal Gear* properly and fairly.

Current world champion

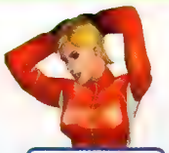
Name [PBO]XTREMSNAKE

Vs. Rating 1746

The current sultan of stealth, PBO has amassed a huge vs rating of 1746, making him numero uno on the ranking system. He's killed 1172 people and bagged 662 head shots.



ON THE DISC
We'll be featuring our Classics in a special disc section next month



PLAYSTATION CLASSIC

Why SSX Tricky was the best sequel ever

Joel Snape

Pub EA | **Dev** EA
FYI PS2 | 2001 | PSM16 95%
The sort-of-sequel to PS2's best launch game – with added voice support from The West Wing's Oliver Platt. No, really

Played *SSX Tricky*? Then you're probably singing in your head right now. Because, honestly, who can forget that intro video? Afro-boy Eddie choppering his board across Mesablanca. Bubblegum-cute Kaori catching huge air in Merqury City. Aryan princess Elise carving like a torpedo with cheekbones, tubbsy hick Luther swinging his fists, unrepentant geezer Moby Jones flashing his Union Jack helmet... and over the top of it all, Run DMC giving no doubt about what the game is all about: "It's tricky, tricky, TRRRRRICKY!" Too right.

SSX Tricky's genius is simple: doing tricks makes you go faster, but also risks you taking a tumble down the mountain. The instinctively sensible prewind system makes for perfect risk-reward gaming – the sooner you're prepared to lock on course into a jump approach, the more torque you get. Twinned with some inspired course design – the Tokyo Megaplex's giant pinball table got all the attention, but Mesablanca's extended rail run is a thing of nerve-racking beauty – it's an experience that demands one more go, every time. Could you have done that rail faster? Landed that jump a bit cleaner? Managed an extra vertical rotation as you backflipped over the motorway? There's no such thing as a perfect run, but that's never going to stop you trying.

What seemed to surprise Electronic Arts, though, was how popular Showoff mode proved to be. Added almost as an afterthought to the racing, it was where we ended up spending most of our time, either competing for snowflakes on the fiendish Versus mode (easy yellows or difficult reds?) or egging each on to greater heights in solo play. Dan D bet £20 he'd top six million on the secret Pipedream track before home time on a Friday, and managed it with two minutes to spare. Great days.

EMAIL PSM3 @
What do you think of *SSX Tricky*? Let us know.
psm3@futurenet.co.uk

Tricked up

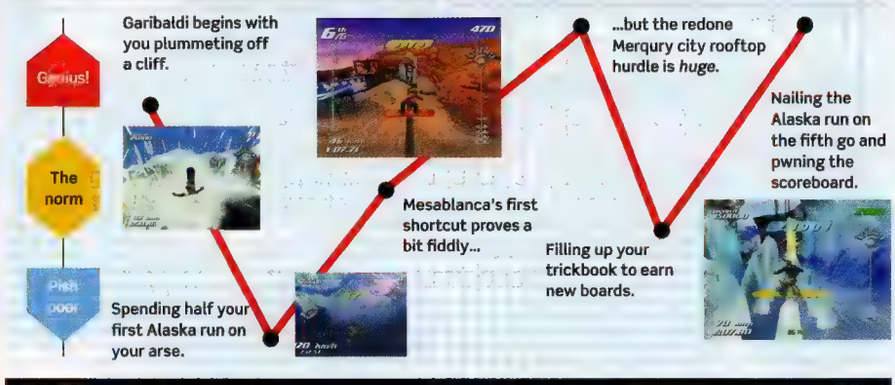
Tricky, then, is *SSX* with the realism switched off and the volume cranked up. A course has been added at each end of the difficulty spectrum – Garibaldi offers huge,

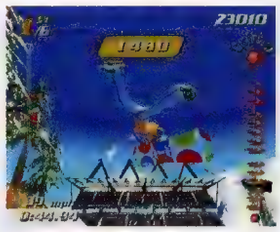
The defining moment...

The ultimate playground

Every course changed from before, but it isn't until you reach the game's final showoff stage that you see the biggest shift in architecture. The mighty Pipedream – which formerly looked a bit like a Victorian sewer – has been re-imagined as a gleaming array of twisting grinds and endless halfpipes, with hundreds of snowflake multipliers gleaming in the sun. You'll break 20 million on it without even moistening the joypad buttons. And that's before you start to work out the other possibilities.

The *SSX Tricky* Thrill-O-Graph


Genius!
The norm
Pish
Garibaldi begins with you plummeting off a cliff.
Spending half your first Alaska run on your arse.
Mesablanca's first shortcut proves a bit fiddly...
...but the redone Merqury city rooftop hurdle is huge.
Filling up your trickbook to earn new boards.
Nailing the Alaska run on the fifth go and pwning the scoreboard.
START
END



easy air, Alaska's full of vicious ice and moguls but it's still the most satisfying racing terrain to date. Older courses have been tweaked to emphasise shortcuts and big air – in *SSX Tricky*, it's possible to do virtually all of Snowdream by constantly grinding across cable cars.

Most importantly, though, there are the Über Tricks. Based on real-life moves from other disciplines – there's a breakdancing Worm and an MX-style Superman, for instance – they take showing off to a whole new level of ludicrous in-flight time management. Sure, you can pull a 720, but can you yank your board out of its bindings, do a kickflip and then strap it back on before you plough into the snow? How about spinning it around your neck or grinding down it on your snowboots? Land an Über and you'll be treated to a burst of DMC ("Tricky, tricky, TRICKYYY!"). Land six in one race and you'll get full boost and unlimited trick power for the rest of your run, which is where the points really start to rack up. It's exhilarating, breathtaking, and a little bit scary – just like games should be.

By now, of course, you might be moaning that we're completely wrong. That *Tricky* was just an update and that *SSX3* – with its huge, free-form mountain – was where the real innovation kicked off. And you'd sort of be right – but only sort of. See, *SSX3* just didn't quite gel. Maybe it was the outfits – comedy options like sticking a paper bag or a rabbit suit on your boarders messes up the style that made them feel so full of character in the earlier games. Or maybe it's that they put a 13-year-old in the roster...

Tricky situation

But more likely, we think, it's the fact that, with endless runs to consider, you never really focus on one. *Tricky*'s well-defined, easily-recognisable tracks led to endless time-shaving and obsessive point-scoring – just check the ridiculous scores on show at www.merqurycity.com for proof. If someone tells you they've broken the two million barrier on Mesablanca it's jaw-dropping. With *SSX3*'s 'peak jam' system, though, the tracks just aren't as memorable – can you really remember which ones Perpendiculous or Much2Much were? Would you be impressed if someone told you they'd done Style Mile in one minute, thirty seconds? We doubt it.

No, *SSX3* was technically better but – crucially – *less fun*. Meanwhile *SSX On Tour* introduced skiing, and managed to become worse. In an age in which developers are obsessed with sandbox gaming, it's an important lesson: you don't need to be able to go anywhere and do anything to have a good time. You just need beautiful graphics, heart-stopping gameplay and the coolest characters this side of a trendy Tokyo vodka bar. And Run DMC.

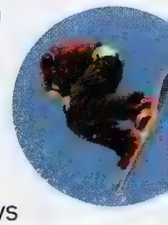
CLASSIC VERDICT

Why now? Because there's never a bad time to revisit PS2's most exhilarating extreme sports sim.
Final thought With loads of classic tracks it's a game that you'll never stop coming back to.

The Top 5

SSX Tricky facts

1 It inspired daft predictions
"You'll be seeing real boarders trying these," said producer Steven Rechtschaffner of the Über moves.



2 There's a madman in it
Jim Rose of the Jim Rose Freak Show plays the unhinged Psymon.

3 People are desperate to be number one
Firebrand X was king – but now he's being replaced by upstart Frost. Check his Merqury City run at http://tinyurl.com/fxyhe.

4 It keeps you fit
Want to burn calories? Then tap □, △, ○, ✕, □, △, ○, ✕ at the title screen to make your character sprint downhill.

5 It tells you about the opposite sex
Everyone in *SSX Tricky* has their fave books and 'dream date' – so if you want to be on Brodi's wavelength, check out Yukio Mishima, and if you fancy Elise, pretend to be Sugar Ray singer Mark McGrath.

PSM3 meets the world's best Virtua Fighter

PLAYSTATION NATION

We love *Virtua Fighter*. We know the names of Japanese *otaku* and can identify the styles of top players just from the way they move. Chibita is the greatest *Virtua Fighter* player of all time. This is not due to how often he wins (though he is the highest ranking Lion player in Japan), but because of the way he plays.

Tokyo, September 2006. A few calls and the scene is set – Chibita part-owns an arcade and he will be there all day on the last day of our Tokyo Game Show visit. One problem – we're only 'pretty good' at *Virtua Fighter*. Which falls *significantly* below Tokyo's standards.

After hours of waiting – 'I was working', Chibita apologises – we meet. And play. Except the word 'play' doesn't describe what happens. Let's just say Chibita plays and we hold a stick next to him. And once he realises how slow we are, the show begins. His Lion hops over our collapsed body, flips off the wall and turns his back. He starts an uppercut but cancels it, leaving just the first few frames of animation on show. If we didn't know better, we'd swear he's giving us the finger.

Chibattered

Several masterful beatings later, we realise the depth of Chibita's skill. It's one thing to see him play against other top level players, but another to see how fast his mind works in response to our feeble choices. Ten matches later, we've won nothing and retire to a quieter part of the arcade to talk to Chibita – though by this stage our translator has done a runner, perhaps in shame. We try asking a question in English, which gets turned into French, then Japanese, and the answer is predictably incomprehensible. Eventually, a question gets through – do you have any tips for a beginner? His reply? "Try to enjoy yourself."

It's fitting advice for a game that inspires total dedication in its players. Sometimes it's all too easy to think of gaming in terms of 'practice' and 'achieving'. Here is one of the most accomplished gamers in the world, and he simply wants to have fun. Which is like the Chibita that we've read about again and again. And again. Friendly, joyful – and *terrifyingly* good at *Virtua Fighter*.

Ten-nil. To-seen-nil. At least we're not kind of named after a type of bread. Yes.

"Once he realises how slow we are, the show begins"

PSM3 man driven to tears

GameAmmo

"Hold START and press ⊗ at the fighter screen in *VF4* for more outfits"

CRAPMEISTER

Fleury raps What game was Young Malay in again?

GTA's CJ releases an album! (Nearly)

One of the strongest features of *GTA: San Andreas* is the soundtrack. It's full of hip-hop heavyweights like NWA, James Brown and Public Enemy and even the lead star – CJ – has joined this echelon of stars. Young Malay – the small-time rapper who voiced the *San Andreas* hero – has released a debut album entitled San Andreas: The Original Mixtape, which is a blatant attempt to cash-in on his short-lived fame. The West Coast star wasn't prepared to leave anything to the imagination, as you can tell by his *GTA*-inspired album cover. His opening track is a direct homage to his character and the world in which he lives, as he quotes his 'hood (Grove Street), his enemies (Officer Tenpenny) and even his favourite fast-food joint – the Cluckin' Bell – gets a shout out. His rap style is similar to the laid-back Snoop Dogg, but, well nothing like as good. Ironically, the *San Andreas* theme tune is the strongest on the album as Malay-o's stuff sort of peters out, which is probably why it hasn't sold and died a silent death.

Malay one on me Now you can listen to CJ rapping if you're so inclined. We weren't.

NUTTERS

Japanese Pro Evo community shames UK

Imagine a magazine that justifies the shameful secret you've been hiding all your life. A magazine that shares your irrational, unspeakable, love of – yes – your default *PES5* Master League team, with fictional players like Huygens, Castello and Espimas, and celebrates them as art. A magazine that isn't ashamed to concoct players' personal histories and trumpet them as if they were real – and not just pathetic, tiny, digi-men trapped for eternity on a virtual pitch. That magazine is WE-eLe – a Japanese magazine exclusively about *Pro Evo*. The Japanese are obsessed with *Pro Evolution Soccer*, you see, and very, very good at it too. We'd kill for a *PES* arcade machine like the *Winning Eleven* one below for when we're not, well, playing *PES* at home...

1 Winning Eleven Online Arcade

Fancy playing online Master League against 40,000 top arcade players? That's currently the reality in Japan, where you can use a Konami Entertainment Pass to log your stats wherever you play. Don't worry – you can even plug in a PS2 pad for the ultimate in home comfort.

2 WE-eLe

With 162 glossy pages, a meticulous guide to *every* team in *PES6* (*WE10*), a DVD, interviews with Japan's top real-life players – plus sepia art prints of the Default ML team – a crumpled ten-page UK tips guide doesn't look so smart.

3 Masahiro Kobayashi

Sporting his nickname 'Kisuke Killer 1' at the recent European *PES* Championships in Dublin, Japan's premier player proceeded to beat PSM3's Nathan (himself European journalist champion) 2-0. It wasn't the result, but the nature of the win that irked – this guy can *play*.

CONFESSION

"Four days to beat a Tekken boss? Yup"

David Meikleham
Edinburgh

EMAIL PSM3 @
Got a confession? Then we'll print it. Email us: psm3@futurenet.co.uk

Confess! Confess!
One day while browsing in my local games store I came across a copy of *Tekken 5* for a measly tenner.

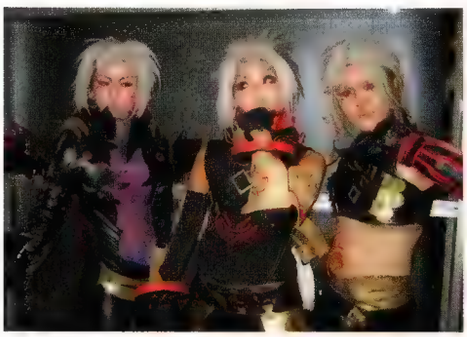
So what's the problem?
It all began innocently enough, a bash on Story mode here, an eight-man battle there. But things spiralled out of control when I decided I'd like to unlock the full complement of characters by finishing story mode with every fighter. Little did I reckon for the awesome difficulty of Jinpachi, the final boss.

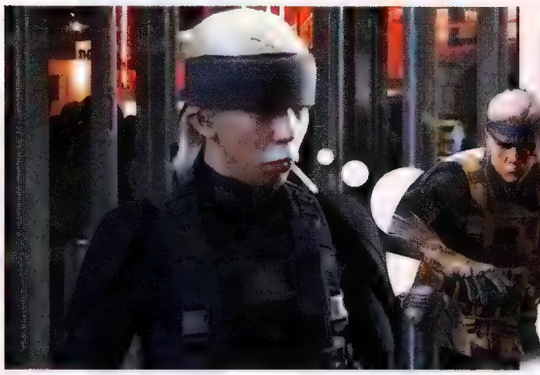
What was the all time low?
Not content to ruin my own life I sadistically pulled a friend into my depraved world of all-night *Tekken* boss-war. We missed three nights out to stay in, trying – and repeatedly failing – to vanquish Jinpachi. But we did it eventually. We also played several games of Devil Within, a crime in itself.

That was the end, then?
After wasting a horrific amount of time, which could have been spent on more worth while endeavours like girls, I decided to pack *Tekken* up for good. And of course it had nothing to do with the smashed DualShock. Anger management courses have fixed all that now. Nearly.

Jack Sparrow and Mario This is cosplay gone bad – since one is from a film and both are a) men and b) not women. We no like.

Chun Li This lady opted for the *SF2* cosplay-fave's 'away' kit, shaming the blue Chun Li's. Extra geek points for the salute, too.





'Old' Snake Or rather, a reasonably youthful Japanese man capturing the zeitgeist with a mum-pleasing unlit ciggie. Neck needle mercifully absent.

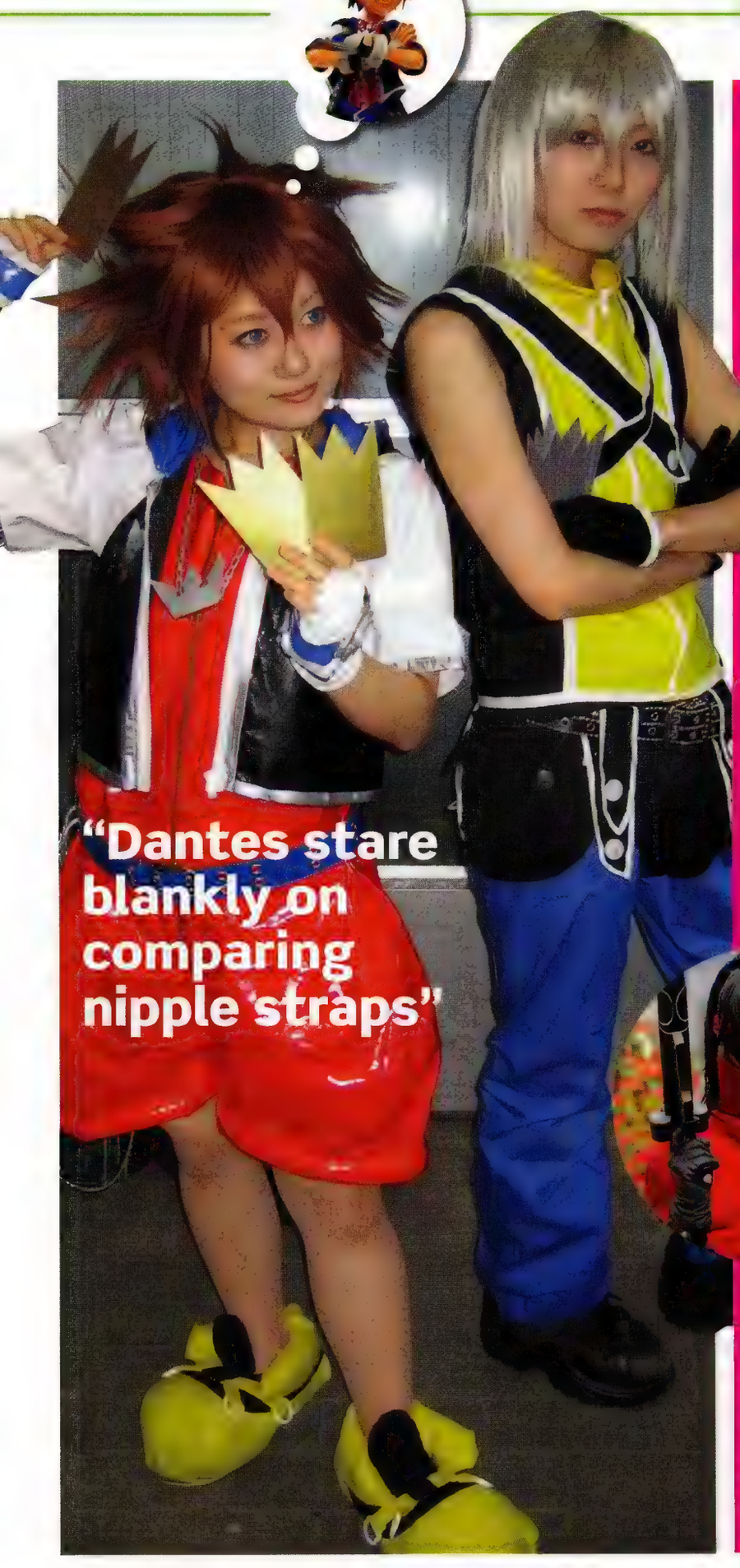
Rod, Jane and Freddy To be honest, some of the characters were a little bit harder to spot. Um... characters from *Quality Street: The Videogame*?

Tokyo Game Show cosplay battle

Dan Dawkins

20 metres. That's the width of the corridor between Halls Three and Four of the Makuhari Messe convention centre where reality becomes a black hole for two days at the Tokyo Game Show. A typical scene: Chun Li raising her leg high enough for a group of photographers to take snaps of her 'alternate' costume with *very* expensive cameras and professional lighting reflectors – it's a serious business, apparently – as a group of outrageously camp Dantes stare blankly on, sharing cigarettes and comparing nipple straps. Two seconds later, you're staring at a female PaRappa the Rapper comparing costumes with Morrigan from *Darkstalkers*. The attention to detail is staggering, but it's the dedication that takes the breath – cosplayers stand and pose for hours on end, mimicking the in-game movements of their hero, as budding photographers form orderly queues. Naturally, as saucer-eyed Western devils, we barged in and took a load of photos unnanounced, but the professionalism and sense of community, impresses and confuses in equal measures. Best costume? Old Snake, for sheer novelty. But we were quite taken by chubby Japanese Mario. And the Yunas. And Dantes. And Aeris. See you next year at Tokyo 2007. We'll be at the entrance to Hall Four wearing a red rose. And a chuffing great Donald Duck false arse.

Yuna Three of them to be exact, with two 'regulars' on the right, and a 'Pop Star' Yuna from *FFX-2* far left.



"Dantes stare blankly on comparing nipple straps"

How to become a cosplay legend

www.tokyopop.com
If you want to get involved in cosplay head for Tokyopop's website, which offers tutorials on everything from 'choosing a character' and sewing traditional Japanese hakama to making a moveable mascot out of a puppet and a bicycle handbrake.

www.cosplay.com
Cosplay.com provides links to dozens of bespoke cosplay kit stores. Got your Sora costume just right but desperately need a keyblade? Looked everywhere for some Tidus Thiefblades? This is where you want to be.

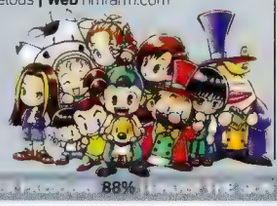
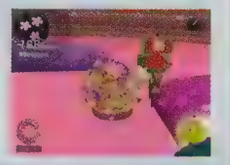
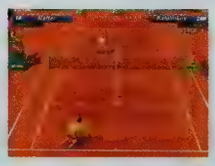
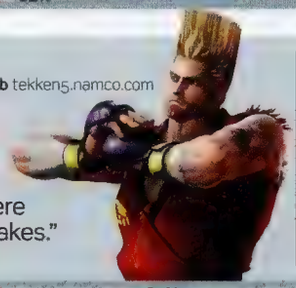
www.cosplayuk.co.uk
Now you'll want to find a place to show off your Yuna suit where you won't get laughed at or beaten up – and that's where Cosplayuk come in. It's full of links to events like Auchinawa '06, a Glasgow-based cosplay festival running at the end of December.

Browser

Selecting this month's best entertainment

ON THE DISC
Check out the PS2 Reviews section for the latest games

PS2 Playlist

	FIRST CHOICE	SECOND CHOICE	THIRD CHOICE
ODDBALL	**OKAMI** **Pub** Capcom | **Dev** Clover **Web** capcom.com "You're restoring nature and helping people. Why can't all PS2 games be this beautiful?" **PSM3 Rating** 92% 	**HARVEST MOON: IT'S A WONDERFUL LIFE** **Pub** 505 Game Street | **Dev** Marvelous | **Web** hmfarm.com "When you settle into marital bliss, with your farm evolving, you'll see how lovely life can be." **PSM3 Rating** 85% 	**WE LOVE KATAMARI** **Pub** EA | **Dev** Namco | **Web** katamari.namco.com "Roll up everything from paper clips to massive islands in an original game that's as crazy as it is addictive." **PSM3 Rating** 82% 
SPORTS	**FIGHT NIGHT ROUND 2** **Pub** EA | **Dev** EA | **Web** easports.com "We're treated to a host of (almost) living, breathing and bleeding boxers. Looks superb." **PSM3 Rating** 89% 	**VIRTUA TENNIS 2** **Pub** Acclaim | **Dev** Sega | **Web** sega.com "Far from perfect, but combines utterly addictive arcade action with sim-like depth. Simply smashing." **PSM3 Rating** 88% 	**EVERYBODY'S GOLF** **Pub** Sony | **Dev** Sony **Web** playstation.com "While never hugely difficult, it's all so warm and relaxing that it doesn't really matter much." **PSM3 Rating** 87%
SHOOT-EM-UPS	**GRADIUS V** **Pub** Konami | **Dev** Treasure | **Web** konami.com "Quite possibly the hardest game in the world. *Gradius* is pure, concentrated frustration." **PSM3 Rating** 83% 	**STAR WARS: JEDI STARFIGHTER** **Pub** Activision | **Dev** LucasArts | **Web** lucasarts.com "A little too brief, but there's enough variety in the landscapes and missions to stop you feeling bored." **PSM3 Rating** 80% 	**TWISTED METAL: BLACK** **Pub** Sony | **Dev** Incognito | **Web** playstation.com "The driver AI is superbly engineered. The survival instincts of the opposition will amaze you." **PSM3 Rating** 80%
BEAT-EM-UPS	**SOUL CALIBUR II** **Pub** Namco | **Dev** Namco | **Web** soulcalibur.com "You can pull off highly impressive moves without memorising long sequences. A great fighting game." **PSM3 Rating** 93% 	**TEKKEN 5** **Pub** Namco | **Dev** Namco | **Web** tekken5.namco.com "It's faster. It's nastier. It's 'blink-when-you're hit' gruesome stuff where you pay big for mistakes." **PSM3 Rating** 91% 	**HYPER STREET FIGHTER 2** **Pub** Capcom | **Dev** Capcom | **Web** capcom.com "Every button press has an effect, every risk brings glorious reward or ignominious failure." **PSM3 Rating** 89%
SQUAD SHOOTER	**FREEDOM FIGHTERS** **Pub** EA | **Dev** Io Interactive **Web** freedomfighters.ea.com "You develop enormous trust in your group, who defend and attack intelligently." **PSM3 Rating** 92% 	**SOCOM 2: US NAVY SEALS** **Pub** Sony | **Dev** Zipper | **Web** socom2.playstation.com "Submerge into a silent world far deeper, and arguably more entertaining, than *Metal Gear Solid 2*." **PSM3 Rating** 90% 	**CONFLICT DESERT STORM 2** **Pub** SCi | **Dev** Pivotal | **Web** conflict.com "If you favour the gritty realism of genuine modern war scenarios, get this." **PSM3 Rating** 85%

Back issues
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What were they thinking?

They refused it... No-one bought it. Here's why

Rez

Pub Sony | **Dev** Sega
Web sonicteam.com/rez

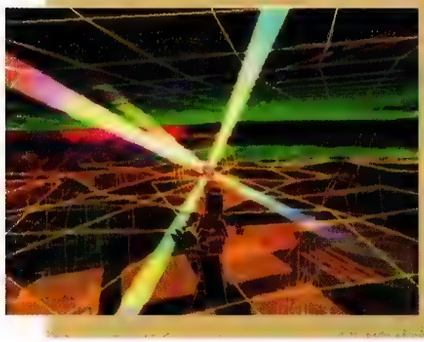
Take *Space Harrier* – or *Panzer Dragoon*, if you're not as old as some of us – strip it down to wireframe graphics, set it in the 'mind' of a failing supercomputer and introduce the pretentious concept of 'synaesthesia' to the gaming masses. Make your gunshots add sound samples to the game's techno soundtrack, call it *Rez*. And then sit back and weep at the sales figures.

'Synaesthesia' isn't the catchiest idea, certainly, and not one easily explained in handy soundbites on the back of the box. You, as the unnamed protagonist, fly through the supercomputer's 'mental landscape', blasting baddies and, if played properly, your shots layer musical samples over the pulsating beats. You'd start off with basic snare effects and, as you progressed, end up with complicated riffs and scratches. Some considered this edgy, hypnotic and postmodern. Others thought it a bit wanky and sounded like you'd thrown a cuttlery drawer downstairs. Most didn't have an opinion, though, as the whole idea was so difficult to communicate to people, no-one bought it.

Tetsuya Mizaguchi, the man behind the whole mad idea, went on to produce *Lumines*, which married music and gameplay more successfully. It's still *the* reason to own a PSP. *Rez*, meanwhile, is still regarded as a classic.

If you get the chance to play it, do. Love it or hate it, you won't forget it. Or, most likely, understand it.

EMAIL PSM3 @
Want to champion a game here? Let us know.
psm3@futurenet.co.uk

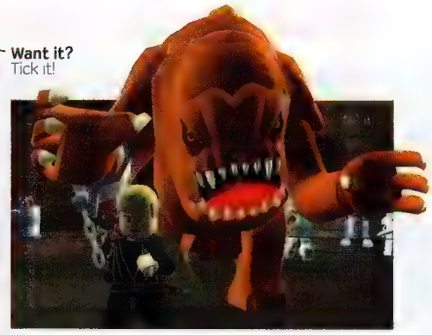


PlayStation 2 Top 20

This month's big retail winners and losers

01	NEW	Lego Star Wars 2	Eidos	Reviewed PSM79 91%
02	(01)	Cars	THQ	Reviewed PSM78 70%
03	(03)	Pirates o/t Caribbean	Ubisoft	Reviewed PSM79 47%
04	(02)	Reservoir Dogs	Eidos	Reviewed PSM80 74%
05	(05)	The Godfather	EA	Reviewed PSM73 75%
06	(06)	Let's Make A Soccer Team	Sega	Reviewed PSM78 62%
07	(04)	Formula One 06	Sony	Reviewed PSM78 72%
08	(08)	Buzz: The Big Quiz	Sony	Reviewed PSM68 74%
09	(07)	Over The Hedge	Activision	Reviewed PSM77 70%
10	(09)	Madden NFL 07	EA	Reviewed PSM79 85%
11	(17)	Black	EA	Reviewed PSM72 89%
12	(10)	Gametrak: Real World Golf	InaGames	Reviewed PSM68 74%
13	(11)	Monster House	THQ	Reviewed PSM79 52%
14	(12)	ProStroke Golf World Tour 2007	Oxygen	Reviewed PSM79 64%
15	(13)	Hitman: Blood Money	Eidos	Reviewed PSM76 93%
16	(16)	Championship Manager 2006	Eidos	Reviewed PSM75 43%
17	NEW	Dance Factory	Codemasters	Reviewed PSM79 68%
18	(15)	Tomb Raider: Legend	Eidos	Reviewed PSM74 81%
19	(19)	Guitar Hero	Red Octane	Reviewed PSM74 90%
20	(20)	Buzz: The Music Quiz	Sony	Reviewed PSM68 74%

Want it?
Tick it!

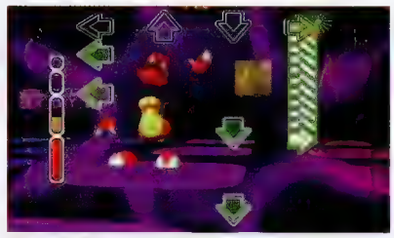


It won't Lego

Nice to see a quality number one for a change. *Lego Star Wars 2* is brilliant even if you don't care about Star Wars. Or Lego, for that matter.

You're Madden for it

For a game that's been the same for years and based on a sport no-one in this country likes, *Madden 07* is doing well. We'll stick with *Pro Evo*, though.



Let's dance

Play your own CDs – and dance to them. Of course, you *could* dance to your music without the aid of *Dance Factory* at all. Just a thought.

25,000,000

How much has been spent – in US dollars – making PS3 games so far. That's about £13 million.

You're playing...

AJ Slater
His real name is Andrew Joseph, but AJ is cooler. He says.

1 **Manhunt** "Because Brian Cox's acting is just unnerving to the extreme. Brr."
2 **Killer7** "Because one day, ONE DAY, it will all fall into place and I'll actually understand it."
3 **Resident Evil 4** "Leon's hair is so well maintained, I wouldn't be surprised if he waxed... areas."

We're playing...

Nathan Irvine
Nathan enjoys soccer, snowboarding and dragon slaying.

1 **SSX3** "Turn off the HUD and ramp up the mountain ambience for a genuine snowboarding feel."
2 **Dragon Quest** "I'm still finding new things after hours of play and the girlfriend is kept quiet. Bliss."
3 **Pro Evolution Soccer 6** "Not the biggest leap by far, but as current office champ I can't get enough."

They're playing...

Miles Jacobson,
MD at Sports Interactive, the *Football Manager* men.

1 **Guitar Hero** "A nice stress-reliever for us in the office."
2 **Pro Evolution Soccer 6** "It's still good fun, and I'm looking forward to the next one immensely."
3 **Lemmings PSP** "A classic game rejuvenated, and great for playing at half-time during football matches."

ON THE DISC
Want to see the latest PSP games rated? Go here

PSP Playlist

	FIRST CHOICE	SECOND CHOICE	THIRD CHOICE
WI-FI	**VIRTUA TENNIS WORLD TOUR** **Pub** Sega	**Dev** Sumo Digital **Web** sega.com "*Virtua Tennis* experts will demolish you with shots you wouldn't believe, leaving you swearing like McEnroe." **PSM3 Rating** 91%	**BURNOUT LEGENDS** **Pub** EA	**Dev** Team Fusion **Web** ea.com "If you want a fast, fun racer with great online play, then this is it. It's got loads to do." **PSM3 Rating** 92%	**SOCOM: FIRETEAM BRAVO** **Pub** Sony	**Dev** Zipper	**Web** socom-game.com "An awesome online mode lets you boss the virtual war zone with a group of your mates. Terrific." **PSM3 Rating** 83%
PLATFORMERS	**DAXTER** **Pub** SCEE	**Dev** Ready at Dawn **Web** naughtydog.com "Looks and plays so much like *Jak 2* that it's a bit unnerving. Get it." **PSM3 Rating** 86%	**MEGAMAN POWERED UP** **Pub** Capcom	**Dev** Capcom **Web** megaman.co.uk "Monstrously hard and requires the dexterity of a cyborg concert pianist. Playable." **PSM3 Rating** 78%	**KAO CHALLENGERS** **Pub** Atari	**Dev** Tate Interactive **Web** kaothekangaroo.com "Nicks ideas from all over the place, but it won't be long before you find yourself enjoying it." **PSM3 Rating** 69%
ACTION	**GTA: LIBERTY CITY STORIES** **Pub** Rockstar	**Dev** Rockstar	**Web** gtapsp..com "Forehead-poppingly frustrating at times, *Liberty City Stories* is still a colossal beaut of a game." **PSM3 Rating** 90%	**SYPHON FILTER: DARK MIRROR** **Pub** Sony	**Dev** Sony	**Web** playstation.com "*Dark Mirror* lets you attack missions and enemy grunts in a way that suits your style – which makes it fun." **PSM3 Rating** 88%	**PRINCE OF PERSIA: REVELATIONS** **Pub** Ubisoft	**Dev** Ubisoft	**Web** ubi.com/us/games "A straight port of *Warrior Within* that's impressive, but certainly flawed." **PSM3 Rating** 72%
RPG/ STRATEGY	**FIELD COMMANDER** **Pub** Ubisoft	**Dev** Sony Online **Web** fieldcommander.station.sony.com "You get a real sense of achievement as your gang of upstarts turns the tables on your overwhelming foe." **PSM3 Rating** 82%	**METAL GEAR ACID 2** **Pub** Konami	**Dev** Konami **Web** konami.com "Tactical Japanese card game that comes with a pair of cardboard goggles to fool the eye into thinking the game is in 3D. Quirky." **PSM3 Rating** 80%	**LORD OF THE RINGS TACTICS** **Pub** EA	**Dev** EA	**Web** ea.com "There are good and evil Story modes, so you can fight against Frodo if you like." **PSM3 Rating** 80%

Disagree with our choices? Write us an explosive mail telling us why we're complete idiots. Tab your word bombs at: psm3@futurenet.co.uk. Subject line: "WRONG!"

"Cut!" The worst PlayStation 2 movie tie-ins ever

AWFUL

Charlie And The Chocolate Factory

Pub Take-Two | **Dev** Backbone
Web charliegame.com
A great license becomes a tedious chore with horrible 'child-friendly' platforming (that's hard like nails) and a camera with the shakes. It put us all off chocolate for life. The Kinder Bueno of videogames.
PSM3 Rating 31%

BALLS

Aeon Flux

Pub THQ | **Dev** Terminal Reality
Web majescoentertainment.com
The best thing about this – and there was only one good thing about it in the first place – was the ability to transform into a ball. Otherwise, a shoddy, fractured calamity based on an equally-calamitous film.
PSM3 Rating 31%

RUBBISH

Catwoman

Pub EA | **Dev** EA
Web ea.com/official/catwoman
Not even controlling your own lycra-clad Halle Berry could save *Catwoman* from being put to sleep. Best bit? Due to contractual obligations the only way to 'kill' anyone was to kick them into wardrobes. Remarkable but true.
PSM3 Rating 30%

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Nice Apps

Trick up your console

Media mogul

App MAX Media Dock for PSP
Web datel.co.uk

Very useful, this. The MAX Media Dock is a handy little gadget that, in press release speak, "puts the PSP at the centre of your digital lifestyle". What that actually means is that you can now use Compact Flash carts with your PSP. Why would you want to do that? Because CF cards are cheaper and bigger than Sony's Pro Duo cards and, chances are, you've already got one in your digital camera. This add on gives your PSP a CF socket and comes with all the software you need for ripping music and movies. And for an extra £25 you can get one with a 1Gb card too.

Spot on

App Downloadable PSP content
Web playstationspot.co.uk

Bored of your PSP games? Not that surprising. But now you can get a load of downloadable content just by going outside. Go to a venue with a PlayStation Spot – like GAME on Oxford Street, for instance – and you can download loads of music and video content, as well as game demos. At the time of writing you can also get vids by the Fratellis and Plan B, Nike ads and, erm, a photo exhibition by Peter Lundstrom. You might not care about that, though.

Bags of fun

App Puma PSP bag | **Web** jp.playstation.com

Although conspicously absent from their own website, Puma – yes, they of the trainers – have launched a PSP-branded bag. Various parts of it are detachable too, meaning you can turn it into a shoulder bag or a computer carry case, and it comes with it's own special pocket for your PSP. There appear now to be more fashion accessories for your handheld than there are good games.

Bag break Nice, this. A bit costly, however

Early Warning System

Your PlayStation release schedule

Game	Publisher	Out	Format	Want it? Tick it!
Pro Evolution Soccer 6	Konami	Oct 27	PS2	☐
Metal Gear Solid 3: Subsistence	Konami	Oct 27	PS2	☐
Disgaea 2	Koei	Oct 27	PS2	☐
Canis Canem Edit	[illegible]	Oct 27	[illegible]	☐
Marvel: Ultimate Alliance	Activision	Oct 27	PS2	☐
Splinter Cell: Double Agent	Ubisoft	Oct 27	PS2	☐
Mortal Kombat: Armageddon	Midway	Oct 27	PS2	☐
Family Guy	Take-Two	Oct 27	PS2	☐
Final Fantasy XII	Square Enix	Oct 27	PS2	☐
Every Extend Extra	Buena Vista	Oct 27	PSP	☐
50 Cent: G Unit Edition	Vivendi	Oct 27	PSP	☐
Moto GP	Sony	Oct 27	PSP	☐
Need For Speed: Carbon	EA	Nov 3	PS2	☐
Killzone Liberation	Sony	Nov 3	PSP	☐
Gun: Showdown	Activision	Nov 3	PSP	☐
Ace Combat X: Skies Of Deception	Sony	Nov 3	PSP	☐
WWE Smackdown! Vs Raw 2007	[illegible]	Nov 10	[illegible]	☐
Rayman Raving Rabbids	Ubisoft	Nov 17	PS2	☐
LA Rush: Showdown	Midway	Nov 17	PSP	☐
PlayStation 3 launches in America	Sony	Nov 17	PS3	☐
Phantasy Star Universe	Sega	Nov 24	PS2	☐
Superman Returns	EA	Nov 24	PS2	☐
The Sopranos	THQ	Nov 24	PS2	☐
Tony Hawk's Project 8	Activision	Nov 24	PS2	☐
Call Of Duty 3	Activision	Nov 24	PS2	☐
Brothers In Arms: D-Day	Ubisoft	Nov 24	PSP	☐
Earthworm Jim	Atari	Nov 24	PSP	☐
Hot PXL	Atari	Nov 24	PSP	☐
Medal Of Honor: Heroes	EA	Nov 24	PSP	☐
Silent Hill Origins	Konami	Nov 24	PSP	☐
Star Trek: Tactical Assault	Bethseda	Nov 24	PSP	☐
Sonic Rivals	Sega	Nov 24	PSP	☐
Football Manager 2007	Sega	Nov 24	PSP	☐
TOCA Race Driver 3	Codemasters	Dec 1	PSP	☐
Star Wars: Lethal Alliance	Ubisoft	Dec 1	PSP	☐
King Of Fighters XI	Ignition	Dec 1	PS2	☐
Guilty Gear Judgement	THQ	Dec 8	PSP	☐
Crisis Core: Final Fantasy VII	Square Enix	Dec 15	PS2	☐
Battlestations Midway	Eidos	Dec 22	PS2	☐
Combat Elite: WW2 Paratroopers	Deep Silver	Dec 22	PS2	☐

Caution: all release dates are accurate at time of press but liable to drastic change

Canis Canem Edit

For the longest time we thought we'd never see *Bully*, sorry, *Canis* at all, but you can read our review of the world's first wedgie sim over on page 22 now.

WWE Smackdown Vs Raw 2007

The blow of *Smackdown* PS3's postponement was lessened by PS3's own postponement afterwards, but the PS2 version is nearly here. Should be good.

Silent Hill Origins

The shots aren't as impressive as we'd hoped, looking more 'action gamey' and less survival horror than we'd imagined. But we'll reserve judgement for now.

eBay Going, Going, Gone PlayStation auction action

Lara Croft beach towel

We can't believe this promo item from Lara's days in Lucozade adverts didn't sell. What screams 'suave' and 'debonair' on a shore rammed with semi-naked ladies more than a beach towel commemmorating videogaming's most famous brea... sorry, lady? Other – perhaps – than a *BMX XXX* windbreaker, absolutely nothing.

Sold Uh-uh **Original Price** £9.99
Profit $0

Metal Gear kubrick figures

Now these we like a lot. Remember those *GTA* kubrick toys we featured in issue 79? These are similar, but for *Metal Gear* and are, if anything, even better. The buyer has got himself a Snake model, plus two soldiers dressed in tiger stripes and one in woodland camo. As collectible toys go, we're jealous and wish we'd bid for them ourselves now.

Sold £21 **Original Price** £14.99
Profit £6.01

Resident Evil necklace

Girlfriend moaning about the amount of time you spend watching Leon's head get detached from his spinal column in *Resi 4*? Get her one of these and she'll definitely be converted to *Resident Evil* fandom. Well, by 'definitely', what we actually mean is 'probably won't be', but it's the thought that counts, isn't it? Yes, this S.T.A.R.S necklace might look cheap and tacky, but, erm... oh, out of room.

Sold $3.25 **Original Price** $0.01
Profit $3.24

ON THE DISC
See what PS3 is capable of on your free DVD

PlayStation 3 The Facts

The latest facts and figures from the world of PS3 updated monthly

The price Less than £400?

Still no official word on price but the news that the 60Gb machine will be cheaper than expected in Japan could mean good news for Europe. Less than £400? Prices in Euros have been announced: 20Gb version = €499, 60Gb = €599. That converts to £339 and £408, but insiders (i.e. PSM3) are predicting that the 20Gb version won't be released in the UK.

The launch date March

So this is how long it's going to be until PlayStation 3 arrives in Europe. Bah. Of course, in Japan and the US, it's a matter of mere days from now. Curse you, Sony. Anyway, no telling exactly what date PS3 will launch in Europe now. Our guess is March 17. Just because it would be nicely symmetrical...

The launch games

These won't be confirmed until the week before launch, but we're not afraid to stick our necks out and say the following titles will be out on day one:

LAUNCH LINE-UP PROBABILITY RATING

- Half-Life 2 ★★★★★
- Call of Duty 3 ★★★★★
- Resistance: Fall of Man ★★★★★
- MotorStorm ★★★★★
- Rainbow Six: Vegas ★★★★★
- Tony Hawk's PS3 ★★★★★
- Warhawk ★★★★★
- Fear ★★★★★
- Singstar ★★★★★

Watch this space for more games as they're confirmed.

How to get a PS3

The recent PS3 delay has shaken everyone up. All glimmers of UK PS3 pre-orders have disappeared. At the time of writing www.freemans.co.uk are trying to sell you a PS3 and two games for a £649.99 but we suspect this web page will hit the cyber bin by the time you're reading these words. Want to stay up to the minute, super accurate? Then check out www.psm3mag.com. The moment a legit pre-order system goes live we'll tell you all about it there.

Motion-sensitive controller

The new PS3 pad doesn't vibrate. Instead it can sense tilt and movement. Want to turn a corner? Just twist the pad. We've recently held it (again) and it's super-light – even lighter than the PS2 pad despite its extra innards. We approve. Shame about March tho'...

20Gb vs 60Gb

Will the 20Gb unit go on sale in the UK? Sony are yet to deny that it's on the way so there's still life in the 'ham-strung but cheaper' model yet. It has a 20Gb instead of a 60Gb and does without the Wi-Fi and memory card slots. However, Ken Kutaragi has said that it WILL have the HDMI output making it well worth considering.

Blu-ray

PS3 plays Blu-ray discs – the brand new hi-def movie format that kicks DVD's ass. With Blu-ray players go on sale in November, or you can wait until PS3 in March.

Hi-def graphics

PS3 kicks out 1920 by 1080 progressive pixels at its top resolution and can barf them onto screens at 60 frames per second. Initially it was thought that not many games would run in this res but at the Tokyo Game Show pretty much all Sony's stuff was 1080p.

True HD sound

Dolby Digital 5.1, and EX 6.1 and 7.1 sound great but PS3 can do better. It supports Dolby True HD too – the format that's an exact copy of a movie's cinema soundtrack. DTHD amps are getting cheaper all the time but are still hundreds..

HDMI support

Sony are playing PS3's HDMI fiddle reeeal loud. This all-digital port is now on both models of PS3 and delivers True HD sound and full HD 1080p pictures – both things that Xbox 360 with its analogue component output can't do. Question is, does anyone care?

PS3 specs appeal

	60Gb	20Gb
CPU	Cell Processor	
GPU	RSX	
Sound	Dolby 5.1ch, DTS, LPCM, etc. (Cell-based processing)	
Memory	256Mb XDR Main RAM, 256Mb GDDR3 VRAM	
BD/DVD/CD drive	Read only. Maximum read spead BD 2x (BD-ROM), DVD 8x (DVD-ROM), CD 24x (CD-ROM), SACD 2x	
Dimensions	Approximately 325mm by 98mm by 274mm	
Weight	Approx 5kg	
Communication	Ethernet x1, 1000BASE-T IEEE 802.11 b and g, Bluetooth 2.0 Controller Wireless (Bluetooth)	Ethernet x1, 1000BASE-T Bluetooth 2.0 Controller Wireless (Bluetooth)
Input/Output	USB 2.0 (x4) Memory Stick SD card Compact Flash Card	USB 2.0 (x4)
HDD	2.5" Serial ATA 60Gb	2.5" Serial ATA 20Gb

Got a PS3 question? Then we'll answer it. Send your next-gen console queries to psm3@futurenet.co.uk. Subject line: "PS3 question!"

Now Showing

Movies for your console

New on DVD

Mission Impossible 3

Director JJ Abrams | **Starring** Tom Cruise, Philip Seymour Hoffman, Ving Rhames, Billy Crudup

Tom Cruise, big guns and lots of explosions. Bang! they go. Or Boom! in some cases. Exactly what you'd expect, then. Typical big-budget Hollywood fodder, then, but reasonably entertaining brainless stuff all the same.

UMD selection

Labyrinth

Director Jim Henson | **Starring** David Bowie, Jennifer Connelly, Toby Froud, Shelley Thompson

Yes! Finally, possibly the greatest movie in the history of mankind comes to UMD. It's Labyrinth, in which a young girl accidentally wishes her baby brother away, only for him to end up kidnapped by the wicked Goblin King, played 'excellently' by Dave Bowie. Cue a ludicrous jaunt through a fantasy land populated by evil beasties while Bowie prances about in daft tights. We love this film more than our ability to breathe.

Blu-ray choice

Into The Blue

Director: John Stockwell | **Starring** Jessica Alba, Paul Walker, Scott Caan, Ashley Scott

At last! Some Blu-ray movies are finally available to buy in this country. Import no more? Well, possibly not, but given that the first wave of films are decidedly shabby – Hostel? SWAT? Ultraviolet? *Hitch?* – we wouldn't chuck away that import release list just yet. However, if you must pop into HMV for a film, the best possible use of your new ability to see movies at their most beautiful is Into The Blue, a rubbish scuba diving flick, but saved by Jessica Alba's high-definition bikini.

PSM3 Tunes The music download spot

Rent A Wreck
Suburban Kids With Biblical Names
Rumbling acoustic rock for the more introverted among you. Lots of 'ba-ba-bas' liven it up, though.
Get it: labrador.se/sounds.php

Red Wizard Needs Food Badly
The Duloks
Daft pop that makes us grin. It also uses the word 'discombobulated'. Bonus points!
Get it: myspace.com/theduloks

Korosu
Boris
Thunderstorm-volume metal from Japan. It's in English, though, so you can sing along. If you can keep up.
Get it: myspace.com/borisheavyrocks

My Weapon
The Applicators
Chunky all-girl punk that kicks you into submission. In the nicest way possible, of course.
Get it: myspace.com/theapplicators

No Backwards Glances
Seachange
Churning, angry but decidedly catchy indie that's as addictive as scampi 'n' lemon nik-naks. (Very, in other words.)
Get it: myspace.com/seachangemusic

We Got Bored
586
The sort of screechy boy and girl keyboard-based indie we like here. Ready your ears for the high-pitched screams.
Get it: myspace.com/586

Tune-up Send us your music links and we'll stick 'em in the mag. Email: psm3@futurenet.co.uk. Subject line: "Music!"

Object of Desire

Treat yourself to the finest technology that money can buy

PSM3 BUY IT

Bose QuietComfort 3 Stylish noise-cancelling cans

Some of you are probably in the position where you can't turn your telly up loud while playing your games, for fear of angering your mum/waking your baby sister/making granny think World War 3's kicking off. What you need, chummy, is a nice pair of headphones.

So may we suggest these, the Bose QuietComfort 3 Acoustic Noise Cancelling Headphones (phew). They've got tiny ports in the earcups to beam the sounds of people being blown to death in *Call Of Duty* or sweaty men grunting in *WWE Smackdown Vs Raw* directly into your brainpipe while cleverly blanking out any sound from the outside world.

They're light too, so you don't feel like you're carrying half a ton of electronics on your head and the battery (for the noise cancelling bit) lasts ages. And, naturally, the sound quality is terrific, as crisp as a big bag of very crispy crisps. Expensive they may be, but go on. Treat yourself.

Tech Spec

Price £275
Features 6.3mm home stereo adaptor, two lithium 20 hour custom rechargable batteries.
Web bose.co.uk

BCM Box 2621, London, WC1N 3XX
Calls cost £1/min at all times. All calls are recorded

BCM Box 2621 WC1N 3XX Calls cost £1/min at all times.
All calls are recorded

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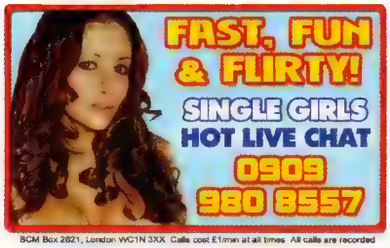

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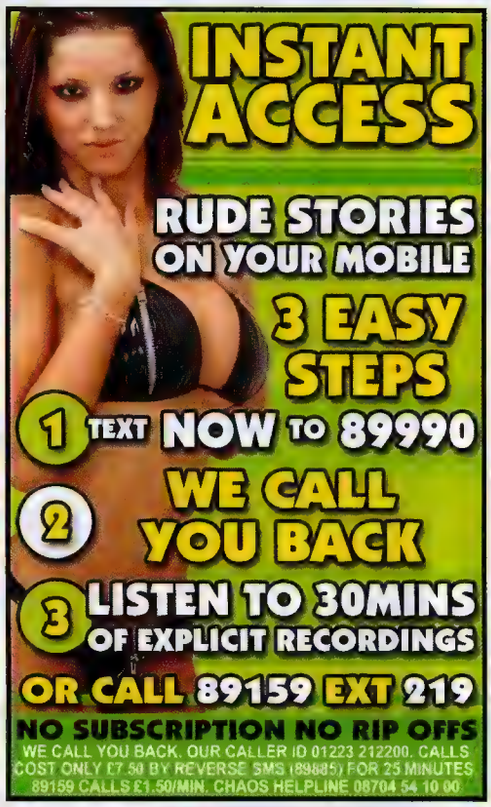
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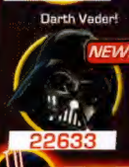

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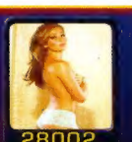

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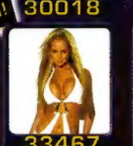

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